

## ADDITIONAL RULES

### Horses

Choose one of the following profiles:

- Looks +1 Power +1 Spirit +1 Weakness +1
- Looks +2 Power +1 Spirit +1 Weakness +2
- Looks +1 Power +2 Spirit +1 Weakness +2
- Looks +1 Power +1 Spirit +2 Weakness +2

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness or Weaknesses, as many as its Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

## BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

## THE BLACK HAT

*"Can't you hurry this up a bit? I hear they eat dinner in Hades at twelve sharp and I don't aim to be late."* - Black Jack Ketchum, Last Words

*"A jail is just like a nutshell with a worm in it, the worm will always get out."* - John Dillinger

*"Listen, your job is to back me up, because you'd starve without me. And you, your job is to shut up."* - Butch Cassidy.

These days, all a man needs to make his mark on the world is a horse, a gun, and a gang of thugs willing to do all kinds of foulness at the slightest provocation. Fortunately, none of those things are in short supply.

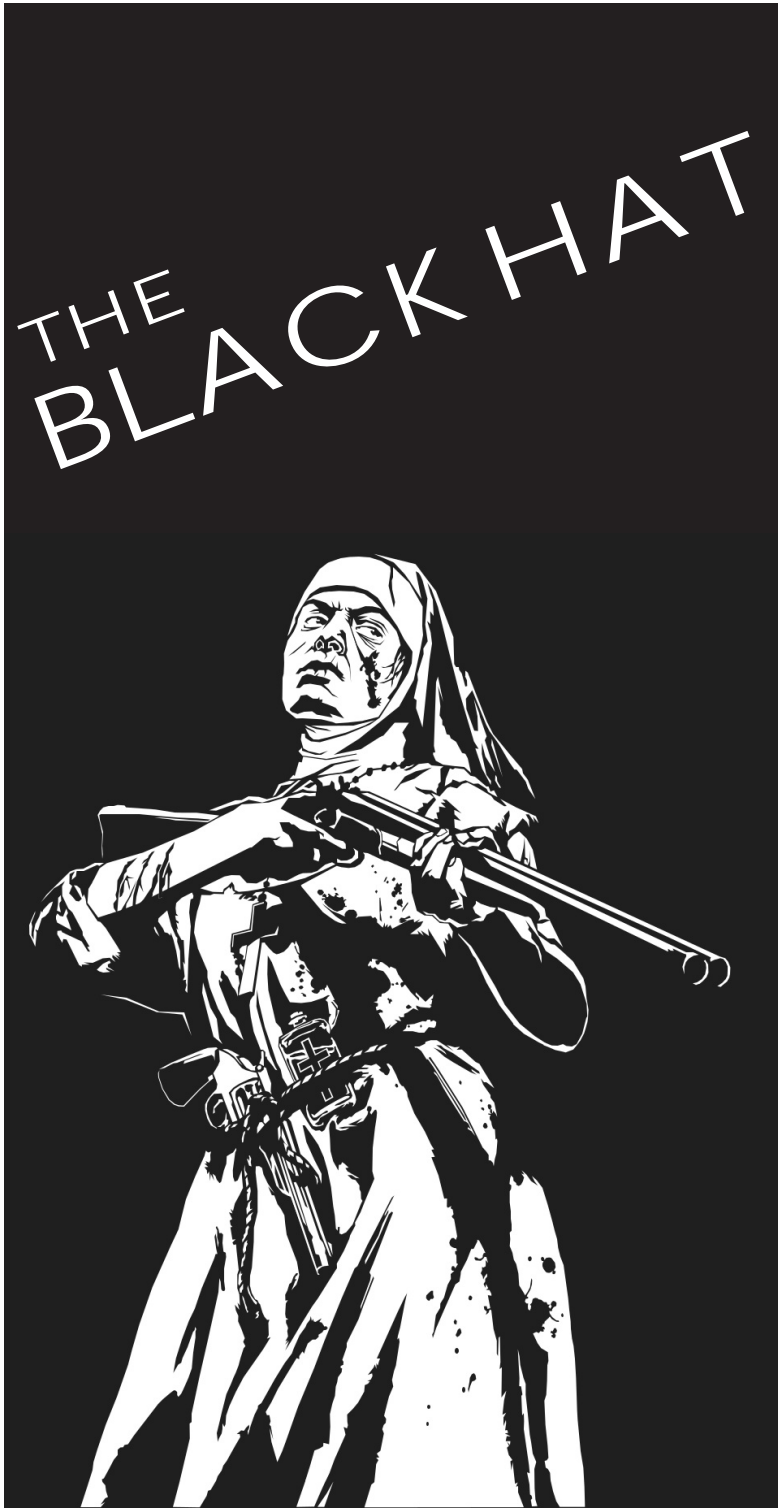
a character playbook for

## APOCALYPSE WEST

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www.apocalypse-world.com

## ADDITIONAL RULES





CREATING A BLACK HAT

To create your black hat, choose name, stats, Hx, gear, and gang.

MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

LAST NAMES

Allen, Baker, Bennett, Brown, Buster, Campbell, Cooper, Cox, Crosby, Fisher, Green, Hamilton, Hilderbrand, Hill, Holmes, Jackson, Howard, Lancaster, Lawrence, Mason, McPherson, Miller, Milton, Parker, Ryder, Smith, Stanchfield, Sweeny, Wallace, White, Winthrop, Woolsworth

COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosgow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

STATS

Choose one set:  
Cool +1 Hard +2 Hot +1 Sharp =0 Weird -1  
Cool =0 Hard +2 Hot +1 Sharp +1 Weird -1  
Cool =0 Hard +2 Hot +2 Sharp -1 Weird -1  
Cool +1 Hard +2 Hot +1 Sharp +1 Weird -2

MOVES

You get all the basic moves.  
You get *The Boss* and *Liars and Thieves*.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters’ names.

On your turn:  
For any character that is a part of your gang, or has worked with you on a job in the past, tell them Hx +2. Tell everyone else Hx =0.

On others’ turns:  
One of them has stood up to you, gang and all. Whatever number they tell you, add +1 to it.  
Everyone else, whatever number they tell you, subtract 1 from it. You’re an outsider.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GEAR

You get 2 solid weapons, a horse, fashion, including Armor 1, and goods worth 1 barter.

**Solid Weapons**  
Big Fucking Knife (2 harm hand)  
Magnum Pistol (3 harm close reload loud)  
Revolver (2 harm close reload loud)  
Rifle (2 harm close/far loud)  
Shotgun (3 harm close reload messy loud)

Normally, your Horse's profile won't matter, unless you pick up the *Born On Horseback* move.

IMPROVEMENT

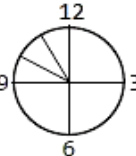
Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

	<i>do something under fire</i>	<p><b>HX</b></p> <p><i>help or interfere; session end</i></p>
<b>COOL</b>	<input type="radio"/> highlight	
	<i>go aggro; seize by force</i>	
<b>HARD</b>	<input type="radio"/> highlight	
	<i>seduce or manipulate</i>	
<b>HOT</b>	<input type="radio"/> highlight	<p><b>PLAYBOOK SPECIAL</b></p> <p>If you and another character have sex, their Hx with you changes to +3, and they choose whether you gain +1 or -1 Hx with them.</p>
	<i>read a sitch; read a person</i>	
<b>SHARP</b>	<input type="radio"/> highlight	
	<i>open your brain</i>	
<b>WEIRD</b>	<input type="radio"/> highlight	
<p><b>HARM</b></p> <p>countdown</p>  <p><input type="radio"/> stabilized</p> <p><input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)</p>		<p><b>IMPROVEMENT</b></p> <p><i>experience</i> ○○○○○○&gt;&gt;&gt;improve</p> <p>__get +1cool (max +2) __get +1hard (max +3) __get +1sharp (max +2) __get +1weird (max +2) __get +1weird (max +2) __get another option for your gang __get 2 gigs and <i>Moonlighting</i> __get a small Town and <i>Wealth</i> __get a move from another playbook __get a move from another playbook</p> <p>__get +1 to any stat (hot, max stat +3) __retire your character (to safety) __create a second character to play __change your character to a new type __choose 3 basic moves and advance them __advance the other 4 basic moves</p>

BLACK HAT MOVES

● *The Boss*: When you impose your will on your gang, roll + Hard. On a 12+, all 4. On a 10+, choose 3. On a 7-9. choose 2. On a miss, none of them, and someone in your gang will try to make a dedicated attempt to takeover as boss.  
\*They do what you want.  
\*They don't fight back over it.  
\*You don't have to make an example of one of them.  
\*You don't have to pay them extra.

● *Liars and Thieves*: When you have your gang turn out their pockets and saddlebags for something, roll + Hard. It has to be something small enough to fit.  
On a 10+, one of your guys has just the thing, or close enough. On a 7-9, one of them has something pretty close. On a miss, one of them had it, but some asshole stole it.

Your Gang

By default, your gang consists of about 15 violent thugs, murderers, and reprobates with decent armaments, no armor, a couple of horses, and no fucking discipline at all. (2-harm 0-armor gang small savage).

Choose 2:  
☐ Your gang consists of 30 or so violent bastards. Medium instead of small.  
☐ Your gang is well armed. +1 Harm.  
☐ Your gang has solid armor. +1 Armor.  
☐ Your gang is disciplined. Remove Savage.  
☐ Your gang is self-sufficient, and does lots of raiding and scavenging. +Rich.  
☐ Your gang has horses enough for everyone. +Mobile.

Choose 1:  
☐ Your gang is loose-knit, with members coming and going freely. +Desertion.  
☐ Your gang is in significant debt to someone powerful. +Obligation.  
☐ Your gang consists of infamous criminals, with large bounties of goods on your heads. +Reprisals.  
☐ Your gang is fucking filthy. +Diseased.  
☐ Your gang is unusually superstitious. +Superstitious.

GEAR & BARTER



## INTRODUCING

# THE DRIFTER

### ADDITIONAL RULES

## GIGS

Choose 3 paying gigs (Profit / catastrophe) :

- ☐ Bodyguarding (1-barter / embattled)
- ☐ Surveillance (1-barter / deceived)
- ☐ Raiding (1-barter / embattled)
- ☐ Enforcement (1-barter / overthrown)
- ☐ Honest work (1-barter / impoverished)
- ☐ Companionship (1-barter / entangled)
- ☐ Deliveries (1-barter / bushwacked)
- ☐ Infiltration (1-barter / discovered)
- ☐ Scavenging (1-barter / impoverished)
- ☐ Brokering deals (1-barter / shut out)
- ☐ Technical work (2-barter / shut out)
- ☐ Fucking (2-barter / entangled)
- ☐ Compound defense (2-barter / infiltrated)
- ☐ Doing murders (3-barter / embattled)

And choose 1 obligation gig:

- ☐ Avoiding someone (you keep well clear / they catch you in a bad spot)
- ☐ Paying debts (you keep up with them / they come due)
- ☐ Revenge (you victimize someone / they humilate you)
- ☐ Protecting someone (nothing bad happens to them / they're gone)
- ☐ Pursuing luxury (beauty in your life / you wind up in a bad spot)
- ☐ Maintaining your honor (you keep your word and your name / you cross a line)
- ☐ Seeking answers (you get a clue / you chase a red herring)

## BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

# THE DRIFTER

"Have you any idea of what a man must endure who leads such a life? No, you cannot. No one can unless he lives it for himself." -- Frank James

"I wish I could find words to express the trueness, the bravery, the hardihood, the sense of honor, the loyalty to their trust and to each other of the old trail hands." -- Charles Goodnight

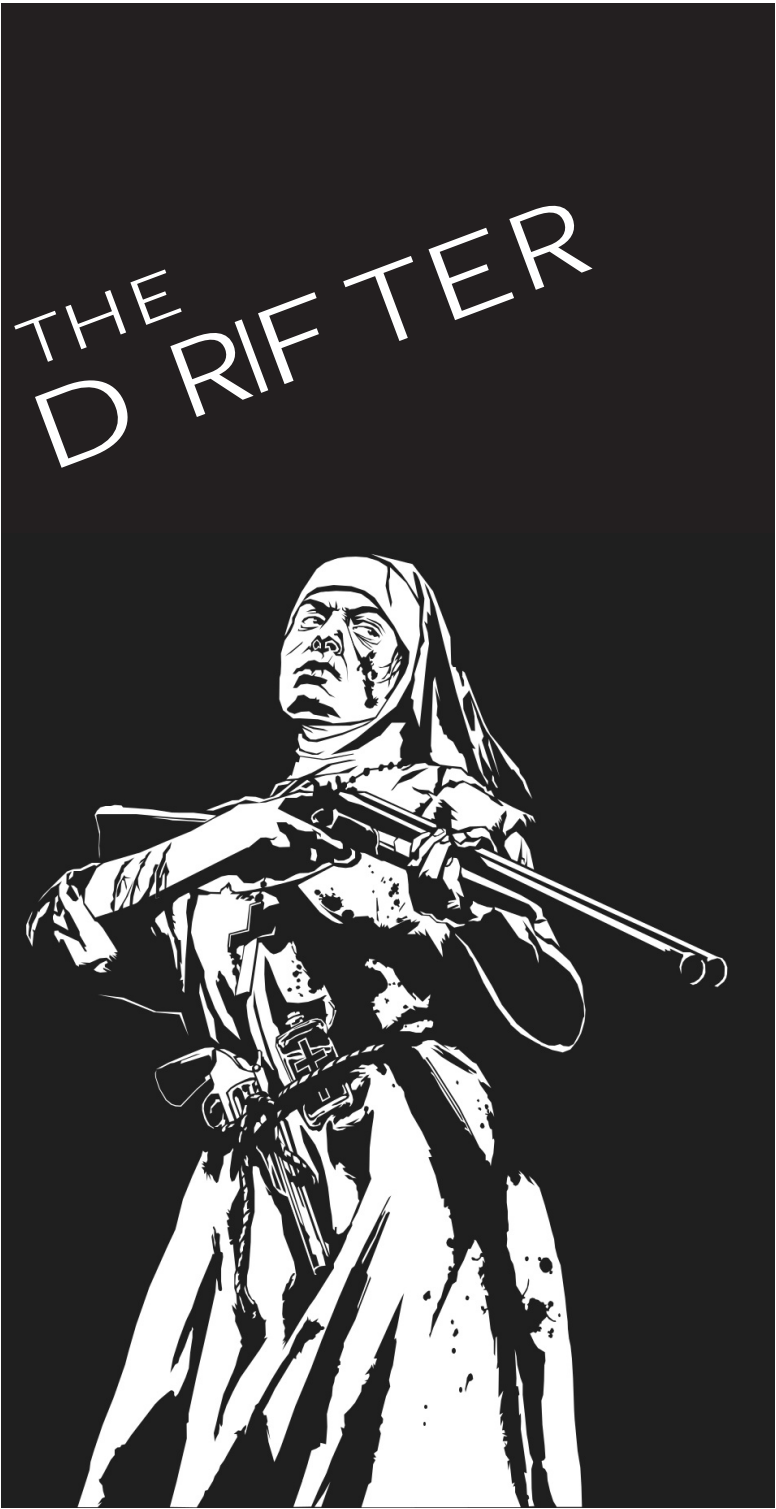
There's lots of folk out there just trying to make ends meet, wandering from hold to hold with the clothes on their back, a pack of supplies, and the grit in their stomach. Prospectors with no mines, Chinese railroad workers with no rails, farmhands with no farms. That's you there, pardner.

a character playbook for

# APOCALYPSE WEST

@2k+10 D. Vincent Baker  
www.apocalypse-world.com

### ADDITIONAL RULES





CREATING A DRIFTER

To create your drifter, choose name, stats, Hx, gear, and gigs.

MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

LAST NAMES

Allen, Baker, Bennett, Brown, Buster, Campbell, Cooper, Cox, Crosby, Fisher, Green, Hamilton, Hilderbrand, Hill, Holmes, Jackson, Howard, Lancaster, Lawrence, Mason, McPherson, Miller, Milton, Parker, Ryder, Smith, Stanchfield, Sweeny, Wallace, White, Winthrop, Woolsworth

COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosgow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

STATS

Choose one set:  
Cool +2 Hard =0 Hot +1 Sharp +1 Weird -1  
Cool +1 Hard +2 Hot -1 Sharp +1 Weird =0  
Cool +1 Hard -1 Hot +2 Sharp =0 Weird +1  
Cool +1 Hard -1 Hot =0 Sharp +2 Weird +1  
Cool +1 Hard +1 Hot +1 Sharp +1 Weird =0

MOVES

You get all the basic moves.  
You get ***Moonlighting*** and one more Drifter move.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters’ names.

On your turn, choose one or both:  
\*One of the other players faced down violence to get you out of a fix. Tell that player Hx +2.  
\*One of them let you down and left you in a harsh spot. Tell that player Hx -2.  
Tell everyone else Hx -1. You don't like to be tied down.

On others’ turns:  
Whatever they tell you, give +1 to it. You depend on your working relationships.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GEAR

Pick 3 Paying Gigs and 1 Obligation gig.  
You get two simple weapons, goods worth 1 barter, and fashion suitable to your look.

**Simple Weapons**  
Big Knife (2 harm hand)  
Revolver (2 harm close reload loud)  
Rifle (2 harm close/far loud)  
Shotgun (3 harm close reload messy loud).

IMPROVEMENT

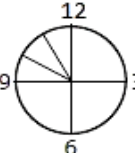
Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS - MOVES

	<i>do something under fire</i>		<i>HX</i> <i>help or interfere; session end</i>
COOL	<input type="radio"/> highlight		
	<i>go aggro; seize by force</i>		
HARD	<input type="radio"/> highlight		
	<i>seduce or manipulate</i>		
HOT	<input type="radio"/> highlight		
	<i>read a sitch; read a person</i>		
SHARP	<input type="radio"/> highlight		
	<i>open your brain</i>		
WEIRD	<input type="radio"/> highlight		
HARM			
<div>countdown</div> <div></div> <div><input type="radio"/> stabilized</div> <div><input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)</div>			

DRIFTER MOVES

☒ ***Moonlighting***: Whenever there’s a stretch of downtime, either during a session or at the start of one, choose any number of gigs to work. Roll + Cool. On a 10+, you get profit from all the chosen gigs. On a 7-9, if you only worked one gig, it pays out profit, otherwise, one of your gigs results in a catastrophe and the rest pay out profit. On a miss, each gig yields catastrophe.

☐ ***Drifter's Escape***: Name your escape route and roll + Cool. On a 10+, you're gone, just like that. On a 7-9, if you leave, you have to take something with you, or leave something behind- MC's call what. On a miss, you re caught half in, half out.

☐ ***Flow of Riches***: Whenever you spend at least 1 barter, mark experience.

☐ ***Lucky Bastard***: Once per session, when you would make any roll, roll + Cool instead.

☐ ***Preparedness***: When you declare retroactively that you've set something up, roll + Barter spent. On a 10+, it's just like you say. On a 7-9, you set it up, but the MC will introduce some hitch or delay. On a miss, you set it up, but since then things have seriously gone south- all bets are off.

☐ ***Well-Rounded***: Increase any stat by +1 (Max +2).

PLAYBOOK SPECIAL

Whenever you and another character have sex, you gain a new obligation.gig: Keeping them Happy. You Keep them Happy/ You Screw It All Up.  
If you have sex with them again, you don't get another gig. Just the first time.

IMPROVEMENT

*experience* ☐ ☐ ☐ ☐ ☒ >>>*improve*

☐ get +1cool (max +2)  
☐ get +1hard (max +2)  
☐ get +1hot (max +2)  
☐ get +1sharp (max +2)  
☐ get +1weird (max +2)  
☐ get a new Drifter move  
☐ get a new Drifter move  
☐ get a Homestead and ***Bounty of the Land***  
☐ get a move from another playbook  
☐ get a move from another playbook

☐ get +1 to any stat (hot, max stat +3)  
☐ retire your character (to safety)  
☐ create a second character to play  
☐ change your character to a new type  
☐ choose 3 basic moves and advance them  
☐ advance the other 4 basic moves

GEAR & BARTER



## ADDITIONAL RULES

### Horses

Choose one of the following profiles:

- Looks +1 Power +1 Spirit +1 Weakness +1
- Looks +2 Power +1 Spirit +1 Weakness +2
- Looks +1 Power +2 Spirit +1 Weakness +2
- Looks +1 Power +1 Spirit +2 Weakness +2

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness or Weaknesses, as many as its Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

## BARTER

1-barter will cover a month’s living expenses, if your tastes aren’t too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week’s hire of the protective companionship of a battlebabe or gunlugger; a year’s tribute to a warlord; a month’s maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone’s presence.*

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Introducing

## THE GAMBLER

*"The only business in the world bigger than gambling is religion...but gambling is not nearly so corrupt."* - J. R. Miller

*"You got to know when to hold 'em, know when to fold 'em*

*Know when to walk away, know when to run*

*You never count your money, when you're sittin' at the table*

*There'll be time enough for countin', when the dealin's done."*

- Kenny Rogers, The Gambler

Let lesser men gamble their coins, their chips, their papers. You play the greatest game, wagering your soul. The walls dividing this physical realm from the spiritual are thin now, and even a rake like yourself can perform 'miracles.' It's all very simple really: project your consciousness into the mystic wastes, find a spirit, and cheat it out of its powers. What could possibly go wrong?

a character playbook for

## APOCALYPSE WEST

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www.apocalypse-world.com

## ADDITIONAL RULES





CREATING A GAMBLER

To create your gambler, choose name, stats, Hx, gear, and moves.

MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

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Choose one set:  
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Cool -2 Hard +1 Hot +1 Sharp +1 Weird +2  
Cool =0 Hard =0 Hot =0 Sharp +1 Weird +2  
Cool =0 Hard +1 Hot -1 Sharp +1 Weird +2  
Cool =0 Hard -2 Hot =0 Sharp +2 Weird +2

MOVES

You get all the basic moves.  
You get two Gambler moves.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters’ names.

On your turn:  
Pick one player that you cheated.  
Tell that player Hx +2.  
Tell everyone else Hx +1. You have a flair for the dramatic.

On others’ turns:  
You have an affinity for the weird.  
Ask each other player what their Weird is; that's your Hx with them.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GEAR

You get a cheater's weapon, a deck of cards, fashion suitable to your look, and 3 barter.

**Cheater's Weapons**  
Concealed Knives (2 harm hand infinite)  
Derringer (2 harm close reload loud)  
Hatgun (2 harm close refill loud)  
Swordcane (3 harm hand)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS

MOVES

COOL

*do something under fire*

☐ highlight

HARD

*go aggro; seize by force*

☐ highlight

HOT

*seduce or manipulate*

☐ highlight

SHARP

*read a sitch; read a person*

☐ highlight

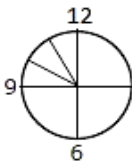
WEIRD

*open your brain*

☐ highlight

HARM

countdown



☐ stabilized

- ☐ shattered (-1cool)
- ☐ crippled (-1hard)
- ☐ disfigured (-1hot)
- ☐ broken (-1sharp)

HX

*help or interfere; session end*

PLAYBOOK SPECIAL

If you and another character have sex, roll + Hx. (Or + Hot for an NPC) On a 7-9, if it's a PC, you gain +1 Hx with them, and they lose -1 Hx with you. On a 10+ you take +1 forward, and if it's a PC, you gain +1 Hx with them. On a miss, you take -1 forward, and if its a PC, you lose -1 Hx with them, and they gain +1 Hx with you.

IMPROVEMENT

*experience* ○○○○○>>>improve

- \_\_get +1cool (max +2)
- \_\_get +1hot (max +2)
- \_\_get +1sharp (max +2)
- \_\_get +1weird (max +3)
- \_\_get a new Gambler move
- \_\_get a new Gambler move
- \_\_get 2 gigs and *Moonlighting*
- \_\_get a small Town and *Wealth*
- \_\_get a move from another playbook
- \_\_get a move from another playbook

- \_\_get +1 to any stat (hot, max stat +3)
- \_\_retire your character (to safety)
- \_\_create a second character to play
- \_\_change your character to a new type
- \_\_choose 3 basic moves and advance them
- \_\_advance the other 4 basic moves

GAMBLER MOVES

○ *Cardsharp*: In your hands, a simple playing card is a deadly and accurate thrown weapon. (2 harm close, infinite)

○ *Cardswarm*: Sometimes, a Gambler needs a distraction to make a speedy exit. All you have to do is pick up a deck of cards, and shuffle them just so. Roll + Weird. On a hit, a barrage of cards flies out, blanketing the whole area in cards, which flutter slowly to the ground, granting -1 forward to all rolls made to do things like fire into or out of the area, or +1 forward to rolls to take cover or escape. On a 10+, choose either:  
\*Increase the penalty to -2 forward, and the bonus to +2 forward.  
\*The effect is particularly long lasting, enough to last for an entire battle.

○ *Devil's Bargain*: You've sold part of your soul to the things that lurk in the mystic wastes. You may spend 1 experience before making a roll to gain +1 forward for that roll.

○ *Hellfire*: When you call up hellfire, roll + Weird. On a 7-9, hold 2, on a 10+, hold 4. While you have hold, your hands blaze with hellfire (your fists do 2 harm, hand, ap, fire) You can spend one hold to shoot a blast of fire (2 harm, close/far, ap, fire), or two hold for a burst (2 harm, close, area, ap, messy, fire) You can let go of your hold at any time.

○ *Satan's Little Helper*: When you conjure up a spirit to do your bidding, roll + Weird. On a 7-9, hold 2, on a 10+, hold 3. Spend your hold, 1:1 to order your spirit to do a number of tasks, such as spying, sneaking somewhere, stealing something, sabotaging something, hexing someone, or reporting back. If you miss, you think the spirit's under your control, but it's not.

○ *Shortcut*: Choose one: shadows, mirrors, or doorways. When you enter your chosen portal with a destination in mind, roll + Weird. On a hit, you can emerge from a similar portal anywhere in the general area. On a 10+, you can emerge anywhere, as long as you have seen the location previously. On a miss, you show up... somewhere else.

GEAR & BARTER



**ADDITIONAL RULES**

**Horses**

Choose one of the following profiles:

- Looks +1 Power +1 Spirit +1 Weakness +1
- Looks +2 Power +1 Spirit +1 Weakness +2
- Looks +1 Power +2 Spirit +1 Weakness +2
- Looks +1 Power +1 Spirit +2 Weakness +2

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness or Weaknesses, as many as its Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

**BARTER**

1-barter will cover a month’s living expenses, if your tastes aren’t too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week’s hire of the protective companionship of a battlebabe or gunlugger; a year’s tribute to a warlord; a month’s maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone’s presence.*

For better stuff, you should expect to make particular arrangements. You can’t just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

**THE GUNSLINGER**

*"I do not aim with my hand; he who aims with his hand has forgotten the face of his father.*

*I aim with my eye.*

*I do not shoot with my hand; he who shoots with his hand has forgotten the face of his father.*

*I shoot with my mind.*

*I do not kill with my gun; he who kills with his gun has forgotten the face of his father.*

*I kill with my heart."*

-Stephen King, the Gunslinger

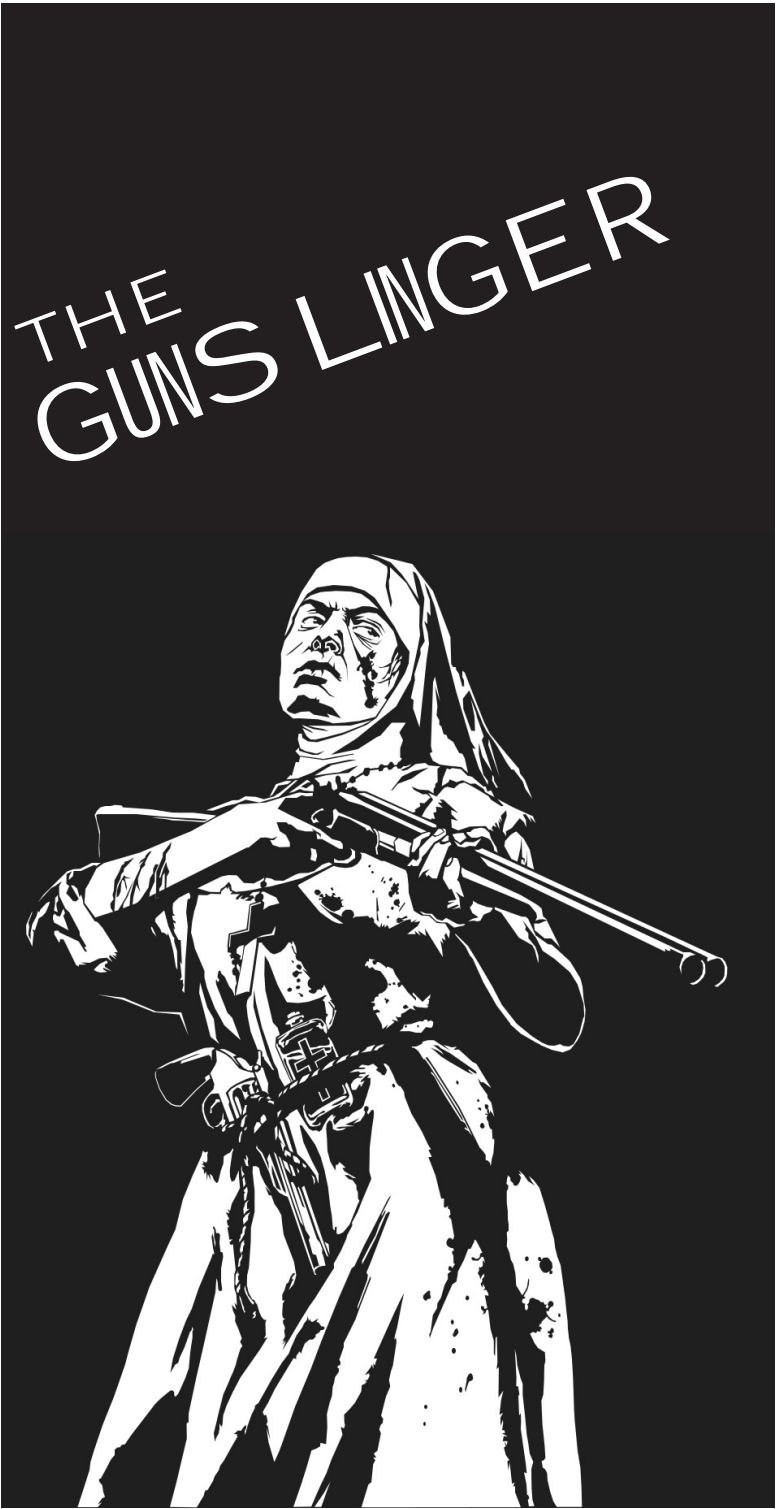
There's gunslingers, and then there's Gunslingers, toughened warriors who pack hard calibers and live for the showdown at high noon. A Gunslinger does not wield death; he is death."

a character playbook for

**APOCALYPSE WEST**

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www.apocalypse-world.com

**ADDITIONAL RULES**





## CREATING A GUNSLINGER

To create your gunslinger, choose name, stats, Hx, gear, and moves.

### MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

### FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

### LAST NAMES

Allen, Baker, Bennett, Brown, Buster, Campbell, Cooper, Cox, Crosby, Fisher, Green, Hamilton, Hilderbrand, Hill, Holmes, Jackson, Howard, Lancaster, Lawrence, Mason, McPherson, Miller, Milton, Parker, Ryder, Smith, Stanchfield, Sweeny, Wallace, White, Winthrop, Woolsworth

### COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosegow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

### HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

### STATS

Choose one set:  
Cool =0 Hard +2 Hot +0 Sharp +1 Weird =0  
Cool +1 Hard +2 Hot -2 Sharp +1 Weird +1  
Cool +1 Hard +2 Hot -2 Sharp +2 Weird -1  
Cool +2 Hard +2 Hot -2 Sharp +1 Weird -1

### MOVES

You get all the basic moves.  
Decide whether or not you are a *Man With No Name*.

You get *Aim With My Eye, Shoot With My Mind* and two Gunslinger moves.

### HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters' names.

If you're a *Man With No Name*, on your turn, tell everyone else -2.  
On others' turns, whatever number they tell you, subtract 1 from it.

Otherwise, on your turn, choose 1, 2, or 3:  
\* One of them fought by your side when the chips were down. Tell that player Hx +2.  
\* One of them left you bleeding. Tell that player Hx -2.  
\* Choose one you think is the prettiest. Tell that player Hx +2.  
Everyone else, tell them Hx =0.

On others' turns, take whatever number they give you.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

### GEAR

You get two Hard Caliber Revolvers (name them), one solid weapon, and two backup weapons. You get Armor 1, and goods worth 1 barter.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

## NAME -

### LOOK

### STATS - MOVES

	<i>do something under fire</i>
<b>COOL</b>	<input type="radio"/> highlight
	<i>go aggro; seize by force</i>
<b>HARD</b>	<input type="radio"/> highlight
	<i>seduce or manipulate</i>
<b>HOT</b>	<input type="radio"/> highlight
	<i>read a sitch; read a person</i>
<b>SHARP</b>	<input type="radio"/> highlight
	<i>open your brain</i>
<b>WEIRD</b>	<input type="radio"/> highlight
<b>HARM</b>	
countdown	
<input type="radio"/> stabilized	
<input type="radio"/> shattered (-1cool)	
<input type="radio"/> crippled (-1hard)	
<input type="radio"/> disfigured (-1hot)	
<input type="radio"/> broken (-1sharp)	

### HX

*help or interfere; session end*

### PLAYBOOK SPECIAL

If you and another character have sex, you get +1 forward. At your option, they also take +1 forward.

### IMPROVEMENT

*experience* ○○○○○>>>improve

- \_\_get +1cool (max +2)
- \_\_get +1hard (max +3)
- \_\_get +1sharp (max +2)
- \_\_get +1weird (max +2)
- \_\_get a new Gunslinger move
- \_\_get a new Gunslinger move
- \_\_get 2 gigs and *Moonlighting*
- \_\_get a gang and *Boss*
- \_\_get a move from another playbook
- \_\_get a move from another playbook

- \_\_get +1 to any stat (hot, max stat +3)
- \_\_retire your character (to safety)
- \_\_create a second character to play
- \_\_change your character to a new type
- \_\_choose 3 basic moves and advance them
- \_\_advance the other 4 basic moves

## GUNSLINGER MOVES

● *Aim With My Eye, Shoot With My Mind*: When you read a charged situation, on a hit you may immediately make another move. On a miss, the MC does not get to make a hard move.

○ *Fan the Hammer*: Any Revolver you wield gains the Autofire keyword.

○ *Killer's Heart*: Whenever you inflict harm, inflict +1 harm.

○ *One Man Gang*: In battle, you count as a small gang, inflicting harm and having armor as appropriate.

○ *The Stare*: When you enter a battle or duel, roll + Cool. On a hit, make eye contact with an NPC, who hesitates and cannot take action until you break off the stare. On a 10+, the duel is sacrosanct, onlookers cannot interfere with either or you. On a miss, everyone involved identifies you as their biggest threat.

○ *Tough Customer*: While you are injured, you gain +1 Armor.

○ *True Grit*: When you act under fire, roll Hard instead of Cool.

**Hard Caliber Revolvers**, you get two of these:  
Hard Caliber Revolvers (3 harm close reload loud valuable)

Choose one:  
Amber Handled, Bone Handled, Gold Handled, Ivory Handled, Pearl Handled, Sandalwood Handled, Silver Handled

**Solid Weapons**, you get one of these:  
○ Buffalo Gun (3 harm close/far reload loud)  
○ Cavalry Saber (3 harm close)  
○ Le Mat Revolver (2 harm close reload loud, with one-shot shotgun: 3 harm close refill)  
○ Rifle (2 harm close/far loud)  
○ Shotgun (3 harm close reload messy loud)  
○ Throwing Knives (2 harm hand infinite)

**Backup Weapons**, you get two of these:  
○ Bayonet (2 harm close)  
○ Derringer (2 harm close reload loud)  
○ Knife (2 harm hand)  
○ Revolver (2 harm close reload loud)  
○ Tomahawk (2 harm hand)

## GEAR & BARTER



## ADDITIONAL RULES

### Horses

Choose one of the following profiles:

- Looks +1 Power +1 Spirit +1 Weakness +1
- Looks +2 Power +1 Spirit +1 Weakness +2
- Looks +1 Power +2 Spirit +1 Weakness +2
- Looks +1 Power +1 Spirit +2 Weakness +2

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness or Weaknesses, as many as its Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

## BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

## THE HARDHOLDER

*"Dodge City is a wicked little town. Indeed, its character is so clearly and egregiously bad that one might conclude, were the evidence in these later times positive of its possibility, that it was marked for special Providential punishment."*

-Washington D.C. Evening Star, January 1, 1878.

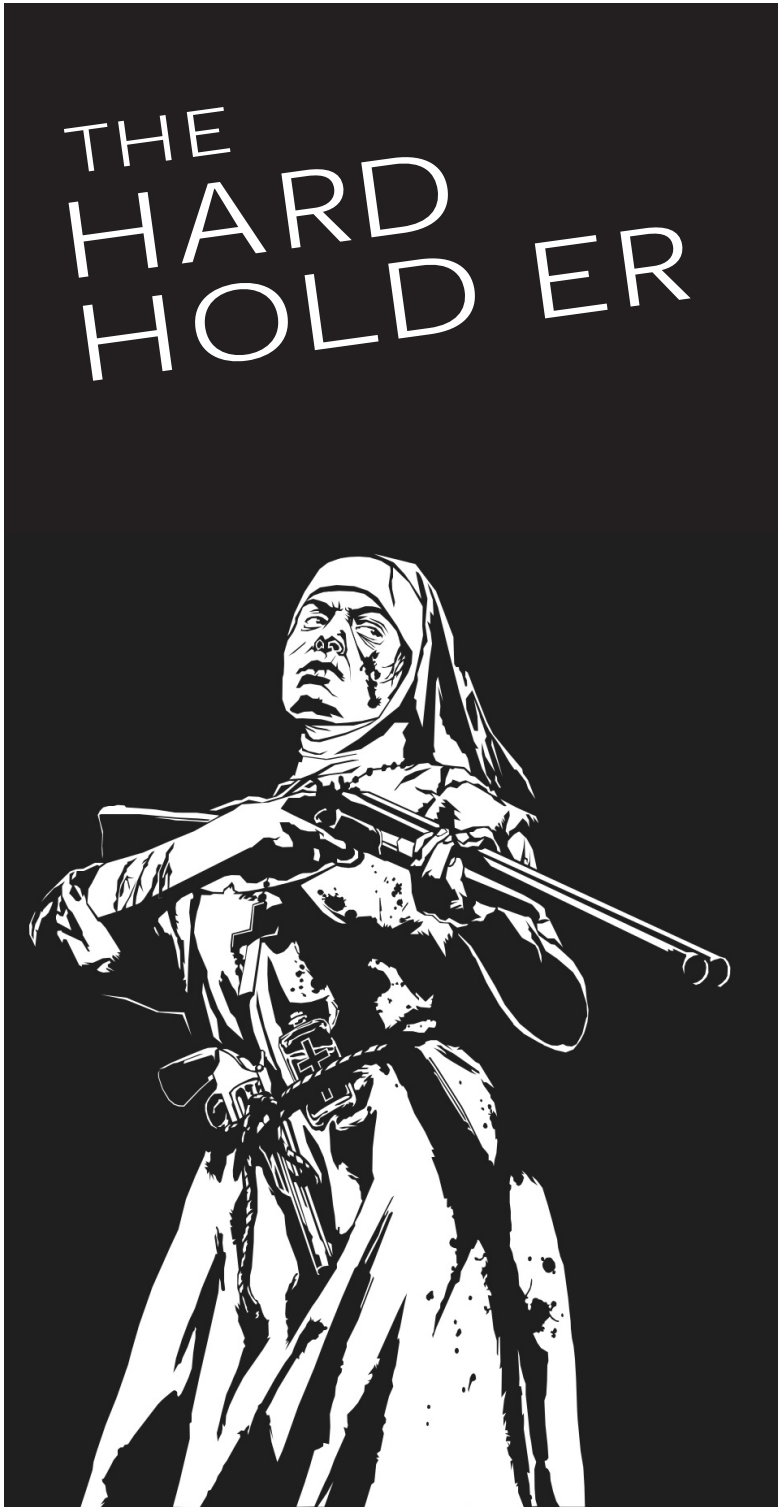
*"All this country needs is a little more water and a better class of people to move in."*

*"Yeah, they say that's all Hell needs."*

Mayor, sheriff, boss, governor, whatever you want to call yourself, you keep this Town, this Holding and your people and your rank by one thing and one thing alone: force. There was a time when democracy meant something; now all we have is mob rule. This is your Town. Hold hard, hardholder.

a character playbook for  
**APOCALYPSE WEST**  
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www.apocalypse-world.com

## ADDITIONAL RULES





CREATING A HARDHOLDER

To create your hardholder, choose name, stats, Hx, gear, and town.

MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

LAST NAMES

Allen, Baker, Bennett, Brown, Buster, Campbell, Cooper, Cox, Crosby, Fisher, Green, Hamilton, Hilderbrand, Hill, Holmes, Jackson, Howard, Lancaster, Lawrence, Mason, McPherson, Miller, Milton, Parker, Ryder, Smith, Stanchfield, Sweeny, Wallace, White, Winthrop, Woolsworth

COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosegow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

STATS

Choose one set:  
Cool -1 Hard +2 Hot +1 Sharp +2 Weird =0  
Cool +1 Hard +2 Hot +1 Sharp +1 Weird -2  
Cool -2 Hard +2 Hot =0 Sharp +2 Weird =0  
Cool =0 Hard +2 Hot +1 Sharp -1 Weird +1

MOVES

You get all the basic moves.  
You get **Leadership** and **Wealth**.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters' names.  
  
On your turn:  
Choose whether you are by nature generous with your trust and resources, or reserved. If you are generous, tell everyone else Hx +1. Otherwise, tell everyone Hx =0.  
  
On others' turns, choose one or both:  
One of them has stood with you loyalty since things went to Hell. Whatever number that player tells you, give it +1.  
One of them has betrayed or stolen from you. Whatever number they tell you, ignore it and write Hx +3 instead.  
Everyone else, take whatever number they tell you.

GEAR

You have one reliable weapon, and fashion suitable to your look.  
  
**Reliable Weapons**  
Big Knife (2 harm close)  
Cavalry Saber (3 harm close)  
Magnum Revolver (3 harm close reload loud)  
Rifle (2 harm close/far loud)  
Shotgun (3 harm close reload messy loud)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.  
  
Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS

do something under fire

highlight

go aggro; seize by force

highlight

seduce or manipulate

highlight

read a sitch; read a person

highlight

open your brain

highlight

MOVES

help or interfere; session end

PLAYBOOK SPECIAL

If you and another character have sex, you can give them a gift worth 1 barter, at no cost to you.

IMPROVEMENT

experience ○○○○>>>improve

\_\_get +1cool (max +2)  
\_\_get +1hard (max +3)  
\_\_get +1hot (max +2)  
\_\_get +1sharp (max +2)  
\_\_get +1weird (max +2)  
\_\_get a new option for your Town  
\_\_get a new option for your Town  
\_\_remove an option from your Town  
\_\_get a move from another playbook  
\_\_get a move from another playbook

\_\_get +1 to any stat (hot, max stat +3)  
\_\_retire your character (to safety)  
\_\_create a second character to play  
\_\_change your character to a new type  
\_\_choose 3 basic moves and advance them  
\_\_advance the other 4 basic moves

HARM

countdown

12

9

6

3

stabilized

shattered (-1cool)  
crippled (-1hard)  
disfigured (-1hot)  
broken (-1sharp)

HARDHOLDER MOVES

Leadership

When your gang fights for you, roll +hard. On a 10+ hold 3. On a 7-9 hold 1. Over the course of the fight, spend your hold, 1 for 1, to make your gang:  
\*Make a hard advance.  
\*Stand strong against a hard advance.  
\*Make an organized retreat.  
\*Show mercy to their defeated enemies.  
\*Fight and die to the last.  
On a miss, your gang turns on you.

Wealth

If your Town is secure and your rule unchallenged, at the beginning of each session roll +hard. On a 10+ you have your Town's surplus. On a 7-9, you have surplus, but choose one of your Wants. On a miss, or if your Town is compromised, your Town is in Want.

Your Town

By default, your Town has:  
○ 75-150 people living and working in it.  
○ For potential work, a mix of hunting, farming, and scavenging. Surplus: 1 barter, Want: hungry.  
○ Anywhere from 10 to 30 buildings of a mix of wood and stone, and a sturdy defensive compound. Your gang gets +1 armor when fighting in its defense.  
○ An armory of scavenged weapons.  
○ A gang of about 40 violent people (3 harm gang medium unruly 1 armor)

Choose 4

○ Your population is large, 200-300 souls. Surplus: +1 Barter, Want: disease.  
○ Your population is small, 50-60 souls. Want: Anxiety instead of Hungry.  
○ Your Town has lucrative raiding opportunities. Surplus: +1 Barter, Want: Reprisals.  
○ Other communities owe you taxes. Surplus: +1 Barter, Want: Obligation  
○ Your Town has some sort of factory where finished goods are made, like textiles or bullets. Surplus: +1 Barter, Want: Idle  
○ Your gang is large instead of medium. 60 violent people or so.  
○ Your gang is well-disciplined. Remove unruly.  
○ You have a well-stocked armory. Your gang gets +1 harm.  
○ There is a well defined wall or palisade around your Town. Your gang gets +1 defense when fighting in defense of the perimeter.

Choose 2

○ Your population is filthy and unwell. Add Want: Disease.  
○ Your population is decadent and perverse. Surplus -1 Barter, Want: Savagery  
○ You owe taxes. Surplus -1 Barter, Want: Reprisals  
○ Your gang is small instead of medium, only 10-20 violent individuals.  
○ Your gang is particularly poorly disciplined and unruly. Want: Savagery.  
○ Your Town has no real armory to speak of. Your gang gets -1 harm.  
○ Your Town has no secure central compound. You and your gang get no armor bonus when fighting to defend it.

GEAR & BARTER



**ADDITIONAL RULES**

**Horses**

Choose one of the following profiles:

- Looks +1 Power +1 Spirit +1 Weakness +1
- Looks +2 Power +1 Spirit +1 Weakness +2
- Looks +1 Power +2 Spirit +1 Weakness +2
- Looks +1 Power +1 Spirit +2 Weakness +2

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness or Weaknesses, as many as its Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

**BARTER**

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

**THE HOMESTEADER**

*"It was a hard land, and it bred hard men to hard ways."*

-- Louis L'Amour

*"If I owned Hell and Texas I'd rent out Texas and live in Hell."*

- General William Tecumseh Sherman

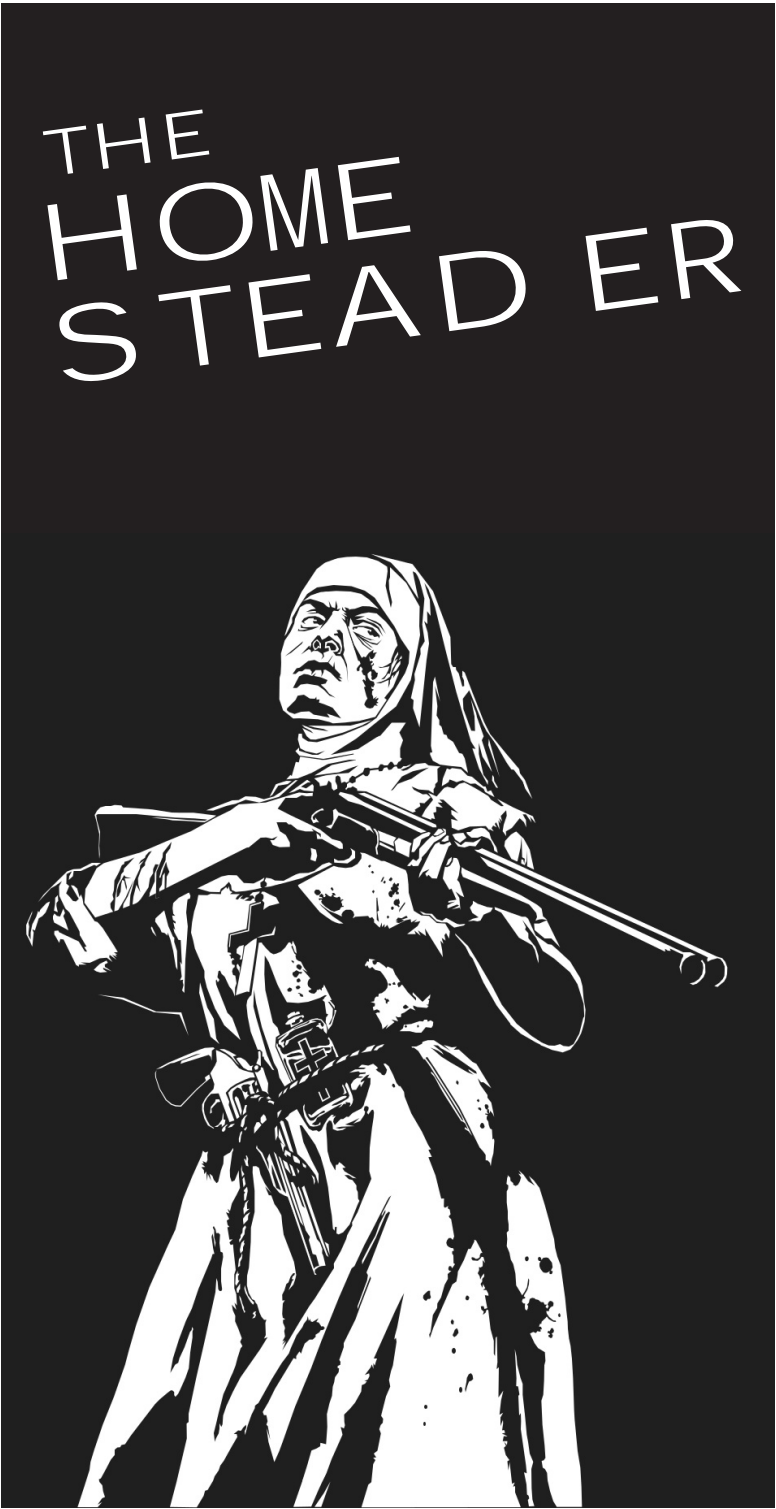
For years, you worked this land, and made it your own. It's a hardscrabble life, full of backbreaking labor and little reward. But it's your life, and you'll be damned if man or monster will take it from you.

a character playbook for

**APOCALYPSE WEST**

@2k+10 D. Vincent Baker  
www.apocalypse-world.com

**ADDITIONAL RULES**





# CREATING A HOMESTEADER

To create your homesteader, choose name, stats, moves, Hx, gear, and homestead.

## MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

## FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

## LAST NAMES

Allen, Baker, Bennett, Brown, Buster, Campbell, Cooper, Cox, Crosby, Fisher, Green, Hamilton, Hilderbrand, Hill, Holmes, Jackson, Howard, Lancaster, Lawrence, Mason, McPherson, Miller, Milton, Parker, Ryder, Smith, Stanchfield, Sweeny, Wallace, White, Winthrop, Woolsworth

## COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosgow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

## HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

## STATS

Choose one set:  
Cool =0 Hard +1 Hot +1 Sharp +2 Weird -1  
Cool -1 Hard +1 Hot =0 Sharp +2 Weird +1  
Cool +1 Hard +1 Hot =0 Sharp +2 Weird -1  
Cool +1 Hard +2 Hot -1 Sharp +2 Weird -2

## MOVES

You get all the basic moves.  
You get **Bounty of the Land** and one more Homesteader move.

## HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters' names.

On your turn:  
Pick one person. They knew you from before you settled down. Tell them Hx +2. Everyone else, tell them Hx =0.

On others' turns:  
Pick one person. They helped defend your home. Whatever number they tell you, add +1 to it. Everyone else, write down whatever number they tell you.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

## GEAR

You get one home defense weapon, and fashion suitable to your look.

### Home Defense Weapons

Big Knife (2 harm close)  
Cavalry Saber (3 harm close)  
Revolver (2 harm close reload loud)  
Rifle (2 harm close/far loud)  
Shotgun (3 harm close reload messy loud)

## IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

# NAME -

## LOOK

## STATS

## MOVES

## HX

*help or interfere; session end*

## PLAYBOOK SPECIAL

When you and another character have sex, you gain +1 forward for the next time you make your **Bounty of the Land** move. If they make a move at the start of the next session, they gain +1 forward for one of those moves (their choice which one.)

## IMPROVEMENT

*experience* ○○○○○>>>improve

- \_\_get +1cool (max +2)
- \_\_get +1hard (max +2)
- \_\_get +1sharp (max +3)
- \_\_get +1weird (max +2)
- \_\_get a new Homesteader move
- \_\_get a new Homesteader move
- \_\_get or remove an option for your Homestead
- \_\_get a gang and **Leadership**
- \_\_get a move from another playbook
- \_\_get a move from another playbook

- \_\_get +1 to any stat (hot, max stat +3)
- \_\_retire your character (to safety)
- \_\_create a second character to play
- \_\_change your character to a new type
- \_\_choose 3 basic moves and advance them
- \_\_advance the other 4 basic moves

## HOMESTEADER MOVES

● **Bounty of the Land:** At the start of the session, if your Homestead is secure, roll + Sharp. On a 10+, you have surplus on hand and available. On a 7-9, you have surplus, but also choose one want. On a miss, or if your Homestead is in chaos, your Homestead is in want.

○ **Dinner Conversation:** When you sit down to have dinner with friends and family, gain Insight.

○ **Hard Land, Hard Life:** When you roll to Act Under Fire, you can roll Hard instead of Cool.

○ **Head of Household:** When you roll to help another character, you can roll Sharp instead of Hx.

○ **This Is My Land:** When you are fighting for your home, gain +1 Armor and inflict +1 Harm.

○ **Western Hospitality:** When you cook a meal for guests with all the fixin's, they get +1 Forward and you mark experience.

### Homesteads

By default, your Homestead has  
○ 15-20 people living and working on it.  
○ For potential work, a mix of rough farming and hunting. (Surplus 1 Barter, Want: Hunger)  
○ A wooden house large enough for you and your family to live in relative comfort, and a few wooden outbuildings for farmhands and animals.  
Any Surplus of Barter is your share of the Homestead's profits.

Choose 2:  
○ Your Homestead produces some manufactured crafts, like textiles. Surplus: +1 Barter, Want: Idle.  
○ Your Crops are particularly Fertile. Surplus: +1 Barter, Want: Locusts  
○ You large pastures for Cattle or other grazing animals. Surplus: +1 Barter, Want: Poaching.  
○ You have a secure and fresh water source. Gain +1 to rolls for Bounty of the Land.  
○ Your House is well fortified, made of stone and well positioned. Anyone trying to defend the house gets +1 Armor.  
○ Your lands have a clearly demarcated perimeter, with a sturdy fence, and your farmhands keep an eye out for suspicious activity. If anyone trespasses on your land, you will be aware of it.  
○ You have a particularly large population on the Homestead, but that many mouths can be hard to feed. Surplus: +1 Barter, Want: Famine instead of Hunger.  
○ Your Homestead is located on or near a functioning trade route, with frequent visits by traveling merchants. Folk can spend goods to speed a thing on its way or buy things as if they were at a bustling marketplace while they're at your Homestead.

Choose 2:  
○ You don't have a clean water supply. Want: +Disease  
○ You have few farmhands. Surplus -1 Barter, change Hunger to Anxiety.  
○ You owe protection tribute to a powerful Hardholder, or several warlords. Surplus -1 Barter. Want: Obligation.  
○ There aren't any actual buildings on the land, just a bunch of tents.  
○ Your Homestead is in the middle of nowhere. Want: Isolated.  
○ Your Homestead's borders aren't clearly defined, and wind through difficult territory, making them hard to keep an eye on. Want: Poaching.



## ADDITIONAL RULES

### Horses

Choose one of the following profiles:

- ☐ Looks +1 Power +1 Spirit +1 Weakness +1
- ☐ Looks +2 Power +1 Spirit +1 Weakness +2
- ☐ Looks +1 Power +2 Spirit +1 Weakness +2
- ☐ Looks +1 Power +1 Spirit +2 Weakness +2

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness or Weaknesses, as many as its Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

## BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

## THE JUNKER

*"What hath God wrought!"*

- Samuel Morse, first telegraph.

Things aren't what they once were. Rail lines broken, telegraph lines cut, factories burnt, locomotives scrapped, mines empty. You take the Junk, and you turn it into something worthwhile.

a character playbook for

# APOCALYPSE WEST

@2k+10 D. Vincent Baker  
www.apocalypse-world.com

## ADDITIONAL RULES

### WORKSPACE

Your workspace starts with three of the following:

A machine shop, a darkroom, controlled botany environment, chemical laboratory, skilled labor and assistants, a carriage with driver and team of horses, wierd-ass steampunk clockwork stuff, a working telegraph machine, a weapons range, a strange science artifact, extensive supplies, a large steam engine, a medical infirmary.

### JUNKER WEAPON

You start with a custom weapon:

Frame (choose 1)

- ☐ Small (2 harm close reload tech)
- ☐ Large (3 harm close reload tech)

What's it Shoot? (choose 1)

- ☐ Fire (+1 harm, hand/close, messy)
- ☐ Electricity (S-Harm)
- ☐ Bullets, Lots of Them (+1 harm, close/far, loud)
- ☐ Laser Beams (-1 harm, ap, close/far)

Other Options (choose 1)

- ☐ Scope (+1 harm at Far)
- ☐ Ammo Backpack (-Reload)
- ☐ High Powered (+1 harm at Close)
- ☐ Attached Bayonet (2 harm hand)
- ☐ Burst Fire (+area, +loud)
- ☐ Automated (+remote)





CREATING A JUNKER

To create your junker, choose name, stats, moves, Hx, weapon, and workspace.

MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

LAST NAMES

Allen, Baker, Bennett, Brown, Buster, Campbell, Cooper, Cox, Crosby, Fisher, Green, Hamilton, Hilderbrand, Hill, Holmes, Jackson, Howard, Lancaster, Lawrence, Mason, McPherson, Miller, Milton, Parker, Ryder, Smith, Stanchfield, Sweeny, Wallace, White, Winthrop, Woolsworth

COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosegow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

STATS

Choose one set:  
Cool +1 Hard +1 Hot +1 Sharp -2 Weird +2  
Cool -2 Hard -1 Hot +1 Sharp +2 Weird +2  
Cool +1 Hard -2 Hot -1 Sharp +2 Weird +2  
Cool -1 Hard +1 Hot -2 Sharp +2 Weird +2

MOVES

You get all the basic moves.  
You get ***Machinist*** and two more Junker moves.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters’ names.

On your turn:  
Choose who you think is the smartest. Tell that player Hx +2.  
Choose who you think is the strangest. Tell that player Hx +1.  
Tell everyone else Hx -1. You're pretty strange.

On others’ turns:  
Choose the character you trust the least. Whatever number they tell you, add +1 to it and write it down.  
Everyone else, whatever number they tell you, subtract 1 and write it down. You're focused on your experiments, not on people.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.  
The MC will have you highlight a second stat too.

GEAR

You start with a Workspace, a Junker Weapon, fashion appropriate to your look, and goods worth 3 barter.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

COOL ☐ highlight

HARD ☐ highlight

HOT ☐ highlight

SHARP ☐ highlight

WEIRD ☐ highlight

HARM

countdown

12

9 3

6

☐ stabilized

☐ shattered (-1cool)  
☐ crippled (-1hard)  
☐ disfigured (-1hot)  
☐ broken (-1sharp)

HX

help or interfere; session end

PLAYBOOK SPECIAL

If you and another character have sex, you have an Augury into the Mystic Wastes.  
Whoever you're having sex with can help or interfere with your Weird roll.

IMPROVEMENT

experience ○○○○○○>>>improve

\_\_get +1cool (max +2)  
\_\_get +1hard (max +2)  
\_\_get +1weird (max +3)  
\_\_get a new Junker move  
\_\_get a new Junker move  
\_\_get a new option for your Workspace  
\_\_get 2 gigs and ***Moonlighting***  
\_\_get a gang and ***Leadership***  
\_\_get a move from another playbook  
\_\_get a move from another playbook

\_\_get +1 to any stat (hot, max stat +3)  
\_\_retire your character (to safety)  
\_\_create a second character to play  
\_\_change your character to a new type  
\_\_choose 3 basic moves and advance them  
\_\_advance the other 4 basic moves

JUNKER MOVES

● ***Machinist***: When you go into your Workspace, and dedicate yourself to making a thing, fixing a thing, investigating a thing, or working on something, decide what you're doing and tell the MC, who will respond, “sure, no problem, but,” and then 1 to 4 of the following, possibly with some “ands” and/or “ors.”  
\*It's going to take hours/days/weeks/months of work.  
\*First you'll need to get/build/fix/figure out \_\_\_\_.  
\*You're going to need help from \_\_\_\_.  
\*You'll need supplies worth \_\_\_\_ barter.  
\*It's going to have some downside or flaw.  
\*It's going to mean exposing yourself to serious danger.  
\*You're going to have to take \_\_\_\_ apart to do it.  
Once you accomplish that, you finish the task itself. The MC will do whatever is called for at that point.

○ ***Jury-Rig***: When you touch a non-functioning device, roll + Weird. On a hit, hold 2, or 4 on a 10+. Spend your hold 1 for 1 to either:  
\*Make the device work for an hour.  
\*Make the device work above normal capacity for 15 minutes.  
On a miss, you almost mostly fix it, but it will break during a crucial moment.

○ ***Mystic Telegraph***: When you concentrate on sending someone a message through the Mystic Wastes, roll + Weird. On a 7-9, they get the message, mostly intact, with only a little static from the Mystic Wastes. On a 10+, they get the message, crystal clear, and you can even get an emotional sense of how it was received. On a miss, you've just bared your Mind to the Mystic Wastes.

○ ***Scavenger***: At the start of each session, or when you have a chance to scavenge during play, say what you're looking for and roll + Sharp. No matter what you roll, you'll at least find something. On a 10+, pick 3, on a 7-9, pick 2, on a miss, pick 1.  
\*It's in working condition.  
\*It's more or less what you were looking for.  
\*It serves a potent and useful purpose.  
\*It doesn't belong to anyone else who might come looking for it.

○ ***Surgery***: When you perform Surgery on a character who is severely injured (at 9:00 or more, but not at or past High Noon), spend 1 Barter worth of Medical Supplies and roll + Sharp. On a hit, the character recovers to 6:00, but the MC will choose a downside (1 on 10+, 2 on 7-9)  
\*They need to be physically stabilized.  
\*They are fighting back, even with sedation, you're Acting Under Fire.  
\*They'll be drifting in and out of consciousness for at least 24 hours.  
\*They'll be bedridden for at least a week.  
\*They'll need constant care and monitoring for at least 48 hours.  
On a miss, the target either chooses to take 1 harm (and not be healed), or be healed, but mark a Debility.  
If you try to heal someone at High Noon, roll + Barter spent. On a hit, they recover to 6:00 as above, but the MC will add an additional downside (2 downsides on a 10+, 3 on a 7-9). On a miss, you do everything you can, but they die anyways.  
Also, if you have a Workspace, you can work on People in it.

○ ***Technobabble***: When you describe a plan of action, using “scientific principles,” that you, as a player, just made up, whoever acts on that plan takes +1 forward.

○ ***Weird Science***: When you use any Junker creation or other artifact of strange science, roll + Weird instead of what you would normally roll to use it.



ADDITIONAL RULES

Horses

Choose one of the following profiles:

- Looks +1 Power +1 Spirit +1 Weakness +1
- Looks +2 Power +1 Spirit +1 Weakness +2
- Looks +1 Power +2 Spirit +1 Weakness +2
- Looks +1 Power +1 Spirit +2 Weakness +2

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness or Weaknesses, as many as its Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

BARTER

1-barter will cover a month’s living expenses, if your tastes aren’t too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week’s hire of the protective companionship of a battlebabe or gunlugger; a year’s tribute to a warlord; a month’s maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone’s presence.*

For better stuff, you should expect to make particular arrangements. You can’t just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

THE LAW DOG

*There was forty feet between them when they stopped to make their play  
And the swiftness of the ranger is still talked about to-day  
Texas Red had not cleared leather when a bullet fairly ripped  
And the ranger's aim was deadly with the big iron on his hip  
Big iron on his hip*

*It was over in a moment and the folks had gathered round  
There before them lay the body of the outlaw on the ground  
Oh he might have gone on living but he made one fatal slip  
When he tried to match the ranger with the big iron on his hip  
Big iron on his hip*

-Big Iron, Johnny Cash

The States are gone, and law and order with them. Each town is a State unto itself, and an outlaw can evade justice by riding hard to the next hold over. Maybe you were a lawman before everything went to Hell, or maybe you're just standing up for what's right, but you know one thing for sure. Justice comes from the barrel of a gun.

a character playbook for

APOCALYPSE WEST

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ADDITIONAL RULES

HANGIN' CRIMES

A number of Lawdog moves refer to Hangin' Crimes: Crimes normally punishable by hangin' throughout the west. The Hangin' Crimes are: murder, arson, grand theft, cattle theft, horse theft, rape, and witchcraft.





CREATING A LAW DOG

To create your black hat, choose name, stats, moves, Hx, and gear.

MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

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COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosegow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

STATS

Choose one set:  
Cool +1 Hard +2 Hot +1 Sharp +1 Weird -2  
Cool +1 Hard +2 Hot =0 Sharp +1 Weird -1  
Cool +1 Hard +2 Hot -1 Sharp +2 Weird -2  
Cool +2 Hard +2 Hot -1 Sharp +1 Weird -2

MOVES

You get all the basic moves.  
You get 3 Law Dog moves.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters’ names.

On your turn:  
Pick the other character you respect the most. Tell them +2.  
Everyone else, tell them +1. You put yourself on the line.

On other people’s turns:  
Write down the number they tell you. If anyone mentions at anytime during character creation that they’ve committed a Hangin’ Crime, ignore the number they tell you and write +2. You have a hunch about these things.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GEAR

You get one Big Iron, a solid weapon, and a backup weapon. You also get a badge of office, 1 Armor, a sturdy noose, a horse, and goods worth 2 barter.

Big Iron (3 harm close reload loud)  
Sturdy Noose (3 harm ap applied)

Normally, your Horse’s profile won’t matter, unless you pick up the *Born On Horseback* move.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.

Each time you improve, choose one of the options. Check it off; you can’t choose it again.

NAME -

LOOK

STATS - MOVES

	<i>do something under fire</i>	<p>HX</p> <i>help or interfere; session end</i>
COOL	<input type="radio"/> highlight	
	<i>go aggro; seize by force</i>	
HARD	<input type="radio"/> highlight	
	<i>seduce or manipulate</i>	
HOT	<input type="radio"/> highlight	<p>PLAYBOOK SPECIAL</p> <p>If you and another character have sex, they are pardoned of all Hangin' Crimes they have committed..</p>
	<i>read a sitch; read a person</i>	
SHARP	<input type="radio"/> highlight	
	<i>open your brain</i>	
WEIRD	<input type="radio"/> highlight	
HARM		<p>IMPROVEMENT</p> <p><i>experience</i> ○○○○○&gt;&gt;&gt;improve</p> <p>__get +1cool (max +2) __get +1hard (max +3) __get +1sharp (max +2) __get +1weird (max +2) __get +1weird (max +2) __get another Law Dog move __get another Law Dog move __get a small Town or Homestead __get a move from another playbook __get a move from another playbook</p> <p>__get +1 to any stat (hot, max stat +3) __retire your character (to safety) __create a second character to play __change your character to a new type __choose 3 basic moves and advance them __advance the other 4 basic moves</p>
countdown		
<input type="radio"/> stabilized		
<input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)		

LAW DOG MOVES

○ *Always Get Your Man*: When you follow the trail of someone you know is guilty of a Hangin’ Crime, roll + Sharp. On a 10+, you will inexorably track them to their destination, and choose one:  
\*You catch them on even footing.  
\*You catch up to them before they reach their destination.  
\*You beat them to their destination, and can prepare for their arrival.  
On a 7-9, you track them to their destination, but the MC chooses one:  
\*When you catch up to them, they have the advantage.  
\*The journey is long and arduous.  
\*To catch them, you have to ride ahead of your companions.

○ *Hunchin’*: When you Open your Mind, roll +Sharp instead of +Weird.

○ *Judge of the Guilty*: When you Read a Person, you have two extra questions you can ask:  
\*Have you committed any Hangin' Crimes in the last year?  
\*Have you ever committed (name a particular Hangin' Crime)?

○ *Justice Comes From the Barrel of a Gun*: You do +1 Harm to those you know are guilty of a Hangin' Crime, and you get +1 Armor against their attacks.

○ *Rally the Townsfolk*: When you speak to a mob about a threat that concerns their livelihood, roll + Cool. On a hit, they unite and will fight for you as a gang (2 harm, 0-armor, Vulnerable: Desertion, size as appropriate). On a 10+, add +1 harm, +1 armor to the gang, or lose Vulnerable.  
On a miss, congrats, you're the scapegoat.

○ *That's a Hangin' Crime in My Book*: Name another crime. Add it to the list of crimes that count as Hangin' Crimes.

○ *Welcome Reputation*: When you enter a community with your badge of office revealed, roll + Cool. On a hit, they welcome you into the community, and tell you their sorrows. On a 10+, you take +1 forward for dealing with members of the community. On a miss, they don't trust you, and close themselves off to you.

**Solid Weapons**  
○ Buffalo Rifle (3 harm close/far loud)  
○ Cavalry Saber (3 harm close)  
○ Shotgun (3 harm close reload messy loud)

**Backup Weapons**  
○ Bayonet (2 harm close)  
○ Derringer (2 harm close reload loud)  
○ Knife (2 harm hand)  
○ Revolver (2 harm close reload loud)  
○ Throwing Knives (2 harm hand infinite)  
○ Tomahawk (2 harm hand)

GEAR & BARTER



## ADDITIONAL RULES

### Superior Horses

Choose one of the following profiles:

- Looks +2 Power +1 Spirit +1 Weakness +1
- Looks +1 Power +1 Spirit +2 Weakness +1
- Looks +1 Power +2 Spirit +1 Weakness +1

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

## BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

## THE LONE RIDER

*"And I looked, and behold a pale horse: and his name that sat on him was Death."*  
Revelations 6:8

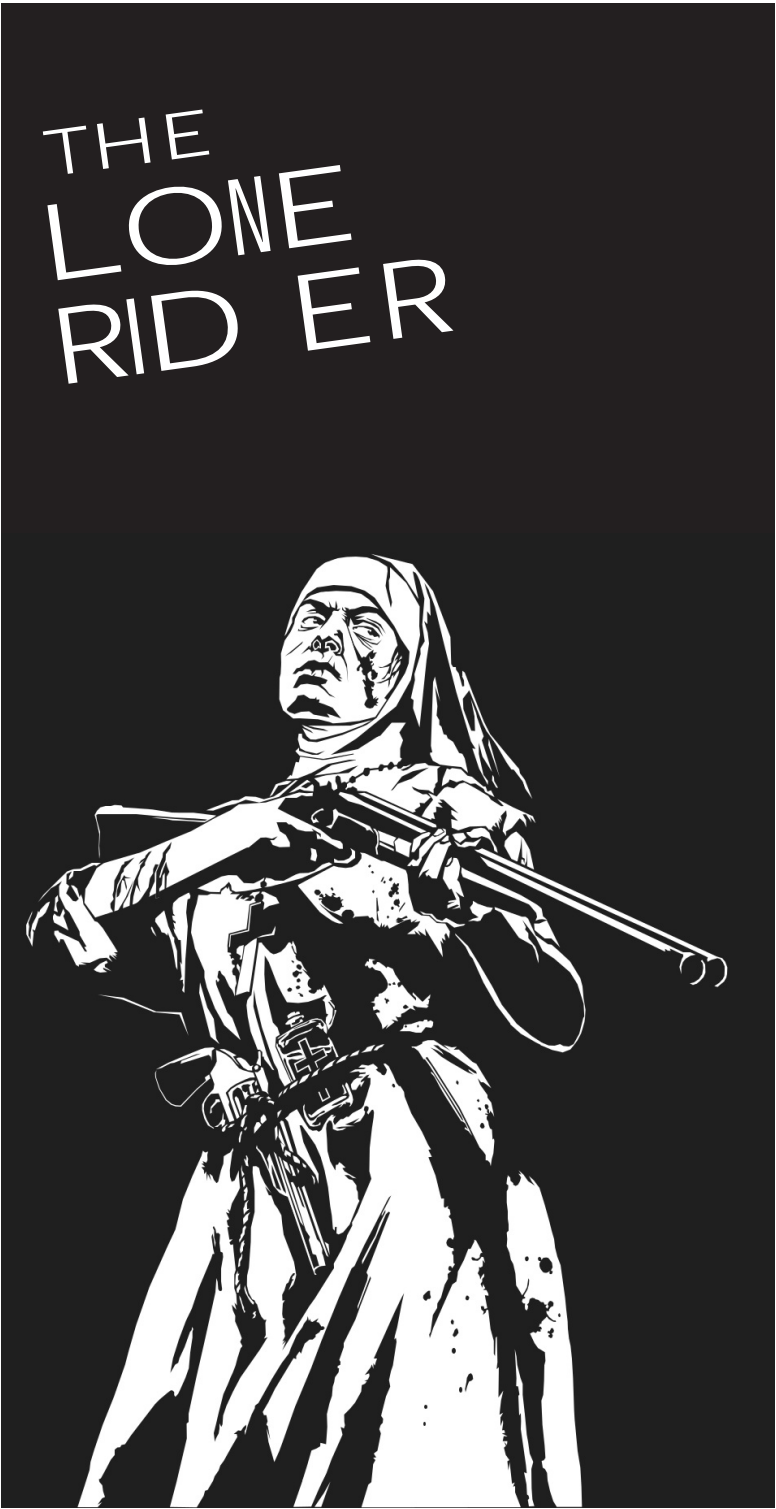
There aren't many you can count on in this world. But you can always count on your horse.

a character playbook for

# APOCALYPSE WEST

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## ADDITIONAL RULES





To create your lone rider, choose name, stats, moves, Hx, gear, and horse.

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug,  
Emmett, Hank, Herman, Isaiah, Jack, Jesse,  
Jim, Jude, Lester, Lucius, Mortimer,  
Nathaniel, Roy, Silas, Thaddeus, Thomas,  
Winston, Zeke

Abigail, Amelia, Annie, Bessie, Clementine,  
Delilah, Edith, Elizabeth, Faith, Florence,  
Grace, Hannah, Harriet, Hester, Judith,  
Mary, Prudence, Rachel, Rose, Ruth,  
Samantha, Sarah, Tabitha, Theresa,  
Victoria, Wilhelmina

Allen, Baker, Bennett, Brown, Buster,  
Campbell, Cooper, Cox, Crosby, Fisher,  
Green, Hamilton, Hilderbrand, Hill,  
Holmes, Jackson, Howard, Lancaster,  
Lawrence, Mason, McPherson, Miller,  
Milton, Parker, Ryder, Smith, Stanchfield,  
Sweeney, Wallace, White, Winthrop,  
Woolsworth

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosegow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

Apache, Apple, Blackjack, Blaze, Buttermilk,  
Captain, Champ, Comet, Dewdrop,  
Diamond, Gamble, Ghost, Glory, Hunter,  
Jewel, Legend, Lucky, Midnight, Patch,  
Quicksilver, Rebel, Reckoner, Rider, Scout,  
Shadow, Smoky, Snow, Storm, Thunder,  
Velvet

Choose one set:

Cool +2 Hard +1 Hot =0 Sharp +1 Weird -2  
Cool +2 Hard -1 Hot +1 Sharp =0 Weird =0  
Cool +2 Hard =0 Hot -1 Sharp +1 Weird =0  
Cool +2 Hard =0 Hot -1 Sharp =0 Weird +1  
Cool +2 Hard -1 Hot -1 Sharp +2 Weird -1

You get all the basic moves.  
You get ***Born on Horseback*** and two more  
Lone Rider moves.

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters' names.

On your turn, choose one or both:  
One of them has been with you for  
days on the trail. Tell them Hx +2.  
One of them got you out of a serious  
spot. Tell them Hx +2.  
Everyone else, tell them Hx +1. You  
tend to get around.

On others' turns:  
You don't tend to get close to  
people. Whatever number they tell  
you, subtract 1 and write that down.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

You get one trail weapon, fashion suitable to your look (including armor 1 if appropriate), goods worth 1 barter, and a superior horse.

Big Knife (2 harm close)  
Cavalry Saber (3 harm close)  
Revolver (2 harm close reload loud)  
Rifle (2 harm close/far loud)  
Shotgun (3 harm close reload messy  
loud)

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

LOOK
------

**COOL** ☐ highlight

**HARD** ☐ highlight

**HOT** ☐ highlight

**SHARP** ☐ highlight

**WEIRD** ☐ highlight

**HARM**

countdown

12

3

6

9

☐ stabilized

☐ shattered (-1cool)

☐ crippled (-1hard)

☐ disfigured (-1hot)

☐ broken (-1sharp)

If you and another character have sex, roll + Cool. On a 10+, they inspire you, you take +1 forward ongoing while fighting for them the next day. On a 7-9, it's awkward, they get +1 Hx with you, but you lose -1 Hx with them. On a miss, you ride away while they're sleeping.

<i>experience</i>	○○○○○>>>	<i>improve</i>
_get +1cool (max +3)		
_get +1hard (max +2)		
_get +1hot (max +2)		
_get +1sharp (max +2)		
_get +1weird (max +2)		
_get a new Lone Rider move		
_get a new Lone Rider move		
_get 2 gigs and <i>Moonlighting</i>		
_get a move from another playbook		
_get a move from another playbook		
<hr/>		
_get +1 to any stat (hot, max stat +3)		
_retire your character (to safety)		
_create a second character to play		
_change your character to a new type		
_choose 3 basic moves and advance them		
_advance the other 4 basic moves		

● **Born on Horseback:** When on horseback, you get the following:  
 ...when you Act Under Fire, add your Horse's Spirit to the roll.  
 ...when you Go Aggro or Seize by Force, add your Horse's Power to the roll.  
 ...when you Seduce or Manipulate someone, add your Horse's Looks to the roll.  
 ...when you Open Your Spirit to the Mystic Wastes, add your Horse's Spirit to the roll.  
 ...when you Help someone, add your Horse's Power to the roll.  
 ...when someone Interferes with you, they add your Horse's Weakness to the roll.

○ **Animal Lover:** When you Read an Animal, roll + Sharp. On a hit, you may ask questions as if you had used the Read a Person move on them.

○ **Horse Trader:** Whenever you try to buy a horse, and there's horses aplenty, you can find a Superior Horse for sale at normal horse prices. (Usually 2 barter.)

**O *Iron Horse*:** You get an extra horse that's special in some way- maybe it's a dead horse, a clockwork Junker invention, or even one of the four Horses of the Apocalypse. Pick one of the following profiles:  
Looks +2, Power +2, Spirit +2, Weakness +2  
Looks +1, Power +3, Spirit +2, Weakness +2  
Make up an appropriate unique Strength, Look, or Weakness.

○ **On the Trail, Forever:** When you breathe life back into your dead horse, it gets back up. Roll + Weird. On a 10+, Add +1 to either its Looks, Power, or Spirit (max +2). On a 7-9, add +1 to its Weakness and add another Weakness tag. On a Miss, do all that, but it also comes back changed for the worse.

○ **Scrapper:** When you Seize By Force, roll + Cool instead of + Hard.

○ **Wander the Wastes:** When you travel alone into the wilderness, roll + Cool. On a 10+, hold 4. On a 7-9, hold 2. You can travel to any named location you've ever heard of, and spend your hold accordingly to alter the journey:

- \*You can travel to any named location, even one you haven't heard of.
- \*The journey takes you twice as fast as you normally would.
- \*The journey takes a single day, no matter how far or improbable. (3 hold)
- \*You can lead other people there (1 hold per person).
- \*You arrive in an advantageous position, take +1 forward.



**-ADDITIONAL RULES-**

**Flocks**  
If you have a Flock, by default it's about 10 followers, loyal to you but not fanatical. They have their own lives, and live in the community. They occasionally give you tithes and gifts. (Surplus: 1 Barter, Want: + Anxiety.)

Choose 2:  
○ Your flock is involved in a useful business or commerce. Surplus +1 Barter.  
○ Your flock is willing to fight at your call, and counts as a gang with harm and armor appropriate to the situation.  
○ Your flock contains some wise individuals who you can call upon for council. Surplus: + Insight.  
○ Your flock is willing to uproot and follow you if you demand it (and if they're in a good mood). Surplus: + Mobile  
○ Your flock is big, about 20 followers. Surplus +1 Barter, replace Want: Anxiety with Want: + Desertion.

And choose 1:  
○ Your flock is isolated from the community. They're really more like a cult. Want: + Outsiders.  
○ Your flock is tiny, like a half dozen people. Surplus -1 Barter.  
○ You aren't entirely in control of your flock. Want: Judgment.  
○ Your flock is held together only by your strong personality. If you are not physically with your flock at the start of the session, take -2 to your roll.

**-BARTER-**

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing  
**THE SAINT**

*"His head and his hairs were white like wool, as white as snow; and his eyes were as a flame of fire;  
And his feet like unto fine brass, as if they burned in a furnace; and his voice as the sound of many waters.  
And he had in his right hand seven stars: and out of his mouth went a sharp two-edged sword: and his countenance was as the sun shineth in his strength.  
And when I saw him, I fell at his feet as dead."  
Revelations 1:14*

The world might be dead, and God, or the gods, or the spirits, or what have you might have moved on. But the Saints haven't. The holy man who refuses to give up hope in the face of darkness, the tribal shaman, warring against strange creatures, or the retired schoolmarm, running the orphanage because someone has to look after those kids- these are the people that are looking out for you.

a character playbook for  
**APOCALYPSE WEST**  
©2k+10 D. Vincent Baker  
www.apocalypse-world.com  
**-ADDITIONAL RULES-**





CREATING A SAINT

To create your saint, choose name, stats, moves, Hx, gear, and flock.

MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

LAST NAMES

Allen, Baker, Bennett, Brown, Buster, Campbell, Cooper, Cox, Crosby, Fisher, Green, Hamilton, Hilderbrand, Hill, Holmes, Jackson, Howard, Lancaster, Lawrence, Mason, McPherson, Miller, Milton, Parker, Ryder, Smith, Stanchfield, Sweeny, Wallace, White, Winthrop, Woolsworth

COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosegow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

STATS

Choose one set:  
Cool =0 Hard -1 Hot +1 Sharp +1 Weird +2  
Cool +1 Hard +1 Hot -1 Sharp =0 Weird +2  
Cool =0 Hard -2 Hot =0 Sharp +2 Weird +2  
Cool +1 Hard =0 Hot -1 Sharp +1 Weird +2

MOVES

You get all the basic moves.  
You get 3 Saint moves.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters’ names.

On your turn:  
If any character is a member of your flock, tell them +2.  
Otherwise, tell them =0. You’re pretty strange.

On the others’ turns, choose one or both of the following:  
You gave that person sanctuary once when they needed it. Whatever number they tell you, ignore it and write +3.  
You’ve seen the darkness that lurks in their heart. Whatever number they tell you, ignore it and write +3.  
Everyone else, you’re a darn good judge of character. Take the number they tell you, and add +1 to it.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GEAR

You get a practical weapon, fashion suitable to your look (but no armor), and 1 barter.

**Practical Weapons**  
Big Knife (2 harm close)  
Cavalry Saber (3 harm close)  
Revolver (2 harm close reload loud)  
Rifle (2 harm close/far loud)  
Shotgun (3 harm close reload messy loud).

IMPROVEMENT

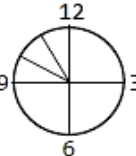
Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

	<i>do something under fire</i>	<p>HX</p> <i>help or interfere; session end</i>
COOL	<input type="radio"/> highlight	
	<i>go aggro; seize by force</i>	
HARD	<input type="radio"/> highlight	
	<i>seduce or manipulate</i>	
HOT	<input type="radio"/> highlight	<p>PLAYBOOK SPECIAL</p> <p>Saints don't have sex. Carnal pleasure for it's own sake violates the temple of the body, and it would be a sin to bring a child into this broken world. A Saint who has sex with another character must immediately change playbooks.</p>
	<i>read a sitch; read a person</i>	
SHARP	<input type="radio"/> highlight	
	<i>open your brain</i>	
WEIRD	<input type="radio"/> highlight	
HARM		<p>IMPROVEMENT</p> <p><i>experience</i> ○○○○○&gt;&gt;&gt;improve</p> <p>__get +1cool (max +2) __get +1hard (max +3) __get +1sharp (max +2) __get +1weird (max +3) __get another Saint move __get another Saint move __get another option for your Flock __get a small Town or Homestead __get a move from another playbook __get a move from another playbook</p> <p>__get +1 to any stat (hot, max stat +3) __retire your character (to safety) __create a second character to play __change your character to a new type __choose 3 basic moves and advance them __advance the other 4 basic moves</p>
countdown		
		
<input type="radio"/> shattered (-1cool) <input type="radio"/> crippled (-1hard) <input type="radio"/> disfigured (-1hot) <input type="radio"/> broken (-1sharp)		

SAINT MOVES

○ **Armor of Faith:** Your faith counts as Armor 1. If you're wearing conventional armor instead, use that instead.

○ **Consecrate:** When you perform rites of your faith to consecrate an item for a certain task, roll + Weird. On a 10+, hold 3. On a 7-9, hold 1. Anytime any character makes a roll while using the item for the named task, they may spend 1 hold to gain +1 forward for that roll.  
If the consecrated item is a weapon, a character may spend a hold when inflicting harm with it to treat the weapon as whatever the target is vulnerable to, if it happens to have a specific vulnerability or weakness. You can only Consecrate one item at a time. On a miss, you may not Consecrate any more items this session.

○ **Flock:** You gain a small following or congregation, your flock. At the beginning of each session, roll + Sharp. On a 10+, your flock has surplus. On a 7-9, they have surplus, and choose 1 want. On a miss, they are in want. If their surplus lists barter, that's your share, padre.

○ **Lay on Hands:** When you put your hands skin-to-skin on a wounded person and open your soul to their injuries, roll + Weird. On a 10+, they heal 1 segment. On a 7-9, they heal 1 segment, and you are acting under fire from their injuries. On a miss, you’ve opened up both your souls to the mystic wasteland. Treat it as though you've made that move and blown the roll.

○ **Miracle Worker:** Once per session, when you call upon your faith for a miracle, you gain an Augury.

○ **Voice of God:** When you speak with the voice of authority and faith, you may roll + Weird instead of + Hot to manipulate someone.

○ **Watchful Healing:** You know techniques for speeding the healing process. Characters healing under your care heal in twice the time.



**ADDITIONAL RULES**

**Horses**

Choose one of the following profiles:

- Looks +1 Power +1 Spirit +1 Weakness +1
- Looks +2 Power +1 Spirit +1 Weakness +2
- Looks +1 Power +2 Spirit +1 Weakness +2
- Looks +1 Power +1 Spirit +2 Weakness +2

Choose its Strength or Strengths, as many as its power.

Fast, Rugged, Nimble, Smart, Loyal, Workhorse, Healthy, Fierce, Huge, Independent, Breeder

Choose its Look or Looks, as many as its looks.

Compact, Huge, Mangy, Deformed, Pretty, Sleek, Well-Bred, Awe-Inspiring, Scarred, Thin

Choose a Weakness or Weaknesses, as many as its Weakness:

Filthy, Fickle, Gluttonous, Horny, Lazy, Mean, Nervous, Picky, Sickly, Slow

**BARTER**

1-barter will cover a month’s living expenses, if your tastes aren’t too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week’s hire of the protective companionship of a battlebabe or gunlugger; a year’s tribute to a warlord; a month’s maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone’s presence.*

For better stuff, you should expect to make particular arrangements. You can’t just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing  
**THE SIREN**

*“Anyone who limits her vision to memories of yesterday is already dead.”*  
-Lillie Langtry

Beauty, grace, raw sex appeal. How many will you lead to their dooms?

a character playbook for

**APOCALYPSE WEST**

@2k+10 D. Vincent Baker  
www.apocalypse-world.com

**ADDITIONAL RULES**





## CREATING A SIREN

To create your siren, choose name, stats, moves, Hx, and gear.

### MALE NAMES

Abe, Adam, Bill, Buck, Cyrus, Dan, Doug, Emmett, Hank, Herman, Isaiah, Jack, Jesse, Jim, Jude, Lester, Lucius, Mortimer, Nathaniel, Roy, Silas, Thaddeus, Thomas, Winston, Zeke

### FEMALE NAMES

Abigail, Amelia, Annie, Bessie, Clementine, Delilah, Edith, Elizabeth, Faith, Florence, Grace, Hannah, Harriet, Hester, Judith, Mary, Prudence, Rachel, Rose, Ruth, Samantha, Sarah, Tabitha, Theresa, Victoria, Wilhelmina

### LAST NAMES

Allen, Baker, Bennett, Brown, Buster, Campbell, Cooper, Cox, Crosby, Fisher, Green, Hamilton, Hilderbrand, Hill, Holmes, Jackson, Howard, Lancaster, Lawrence, Mason, McPherson, Miller, Milton, Parker, Ryder, Smith, Stanchfield, Sweeny, Wallace, White, Winthrop, Woolsworth

### COWBOY NAMES

Add before your first name: Bear, Big, Black, Bloody, Bud, Bullet, Buffalo, Burnflat, Casino, Crazy, Deadeye, Doc, Dusty, Fats, Hammer, Hoosgow, Injun, Iron, Little, Mad Dog, Mama, Mississippi, One-Eye, Pretty Boy, Red, Scarlet, Shorty, Six-Gun, Slim, Steel, Texas, Vulture, Whiskey, Wichita, Wild

### HORSE NAMES

Apache, Apple, Blackjack, Blaze, Buttermilk, Captain, Champ, Comet, Dewdrop, Diamond, Gamble, Ghost, Glory, Hunter, Jewel, Legend, Lucky, Midnight, Patch, Quicksilver, Rebel, Reckoner, Rider, Scout, Shadow, Smoky, Snow, Storm, Thunder, Velvet

### STATS

Choose one set:  
Cool +1 Hard =0 Hot +2 Sharp +1 Weird -1  
Cool =0 Hard -1 Hot +2 Sharp +1 Weird +1  
Cool -1 Hard -1 Hot +2 Sharp =0 Weird +2  
Cool =0 Hard +1 Hot +2 Sharp =0 Weird =0

### MOVES

You get all the basic moves.  
You get two Siren moves.

### HX

Everyone introduces their characters by name, look, and outlook. Take your turn.  
List the other characters' names.

On your turn, choose one or both:  
One of them is your lover. Tell them Hx +1.  
One of them loves you. Tell them Hx -1.  
Everyone else, tell them Hx =0.

On others' turns:  
For everyone, whatever number they tell you, give it +1 and write it down.  
People can't help opening themselves up around you.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it.  
The MC will have you highlight a second stat too.

### GEAR

You get one sexy little weapon, two items of luxury, goods worth 1 barter, and fashion suitable to your look.

**Sexy Little Weapons**  
Derringer (2 harm close reload loud)  
Hidden Knives (2 harm close infinite)  
Ivory Handled Switchblade (2 harm hand valuable)

**Items of Luxury**  
\*Expensive Jewelry (worn valuable)  
\*Gorgeous Clothes (worm valuable)  
\*Musical Instrument (valuable)  
\*Skin and Hair Kit (applied valuable) (using it gives you +1 Hot forward)  
\*A Pet (valuable alive)

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

## NAME -

### LOOK

### STATS - MOVES

	<i>do something under fire</i>
COOL	<input type="radio"/> highlight
	<i>go aggro; seize by force</i>
HARD	<input type="radio"/> highlight
	<i>seduce or manipulate</i>
HOT	<input type="radio"/> highlight
	<i>read a sitch; read a person</i>
SHARP	<input type="radio"/> highlight
	<i>open your brain</i>
WEIRD	<input type="radio"/> highlight
HARM	
countdown	
<input type="radio"/> stabilized	
<input type="radio"/> shattered (-1cool)	
<input type="radio"/> crippled (-1hard)	
<input type="radio"/> disfigured (-1hot)	
<input type="radio"/> broken (-1sharp)	

### HX

*help or interfere; session end*

### PLAYBOOK SPECIAL

If you and another character have sex, choose one of the following three options:  
\*Turn their sex move back on them- they use their sex move, and you use their sex move.  
\*Commit their sex move to memory.  
\*Use any sex move you've previously learned.

### IMPROVEMENT

*experience* ○○○○○○>>>improve

\_\_get +1cool (max +2)  
\_\_get +1hard (max +2)  
\_\_get +1hot (max +3)  
\_\_get +1sharp (max +2)  
\_\_get a new Siren move  
\_\_get a new Siren move  
\_\_get 2 gigs and **Moonlighting**  
\_\_get a small Town and **Wealth**  
\_\_get a move from another playbook  
\_\_get a move from another playbook

\_\_get +1 to any stat (hot, max stat +3)  
\_\_retire your character (to safety)  
\_\_create a second character to play  
\_\_change your character to a new type  
\_\_choose 3 basic moves and advance them  
\_\_advance the other 4 basic moves

### SIREN MOVES

○ **Artful & Gracious:** When you put on a performance or place your art on display in front of its intended audience, roll + Hot. On a 10+, hold 3, on a 7-9, hold 1. Spend all your hold to name an NPC member of the audience and choose one of the following:  
\*This person must meet me.  
\*This person must have my services.  
\*This person loves me.  
\*This person must give me a gift.  
\*This person admires my patron.  
On a miss, you gain no particular benefit, but no particular downside either.

○ **Black Widow:** When you Go Aggro, roll + Hot for NPCs and + Hx for PCs.

○ **Fascinating:** When you have time and solitude with someone, they become fascinated with you. Roll + Hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend their hold, 1 for 1, by doing any of the following:  
\*Giving you something you want.  
\*Acting as your eyes and ears.  
\*Fighting to protect you.  
\*Doing something they tell you to.

NPCs cannot act against you while you have hold over them. For PCs, anytime you like, you may spend your hold, 1 for 1:  
\*inspire them with the thought of you; they gain +1 forward now.  
\*distract them with the thought of you, they are acting under fire.

On a miss, they know what you were trying to do, and do not appreciate it.

○ **Silver Tongued Devil:** You can talk anyone into just about anything. When you Seduce or Manipulate a person, you don't have to have any kind of leverage.

○ **Siren's Song:** When you sing, anyone who does anything other than watch and listen is acting under fire.

○ **Welcome to My Parlor:** You have a safe haven. When you are in your Parlor, any move you use that generates Hold gets +1 Hold.

### GEAR & BARTER



## ADDITIONAL RULES

### CURSES

Each Revenant has its Curse, the price it pays for coming back from the dead. It's also a temporary deal; most Revenants get worse over time, and eventually go out in a blaze of glory- or become horrible monsters.

Each Revenant starts with one Curse, and the ***Borrowed Time*** move will cause you to gain more.

- **Angst:** At the start of each session, or anytime there's significant downtime in play, you take -1 forward ongoing until you roll 12+ on any die roll.
- **Frenzy:** Whenever you might lose your temper, roll to Act Under Fire, with a -1 penalty to the roll.
- **The Hunger:** You have to eat regularly, and it has to be raw meat or other (once?) living things.
- **Losing Control:** When you roll your Borrowed Time move, take a -2 penalty to the roll.
- **Mystic Beacon:** Your mere presence riles up monstrous inhabitants of the Mystic Wastes. Wherever you go, monsters break through into the physical world with extreme frequency.
- **Rotting Flesh:** Your body is starting to rot, and is obviously no longer living.
- **Degeneration:** Choose another curse you have, and double it's potency. This might include it's mechanical consequences (like for Angst or Frenzy), or its narrative consequences (The Hunger might involve a Hunger for blood... or human brains.) You can take this curse twice, for two different curses.

### MARKED FOR DEATH

When your ***Borrowed Time*** track reaches High Noon, your character is Marked For Death. You get +1 forward, ongoing, to all rolls you make during the session. However, at the end of the session, if your character is still alive, it loses its humanity, becoming a Threat under the control of the MC.

## BARTER

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

## THE REVENANT

*“This will be the plague the Lord strikes all people with who warred against Jerusalem: their flesh will rot while they stand on their feet, their eyes will rot in their sockets, and their tongues will rot in their mouths.”*  
-Book of Zechariah 14:12

*“When hell is full, the dead will walk the Earth.”*  
-Dawn of the Dead, often misattributed to the Book of Revelations.

It's going to take a hell of a lot more than a bullet to keep you down. You were a big damn hero, with lots of unfinished business, and you clawed your way out of Hell to finish what you started. Lord have mercy on those who stand in your way.

a character playbook for

# APOCALYPSE WEST

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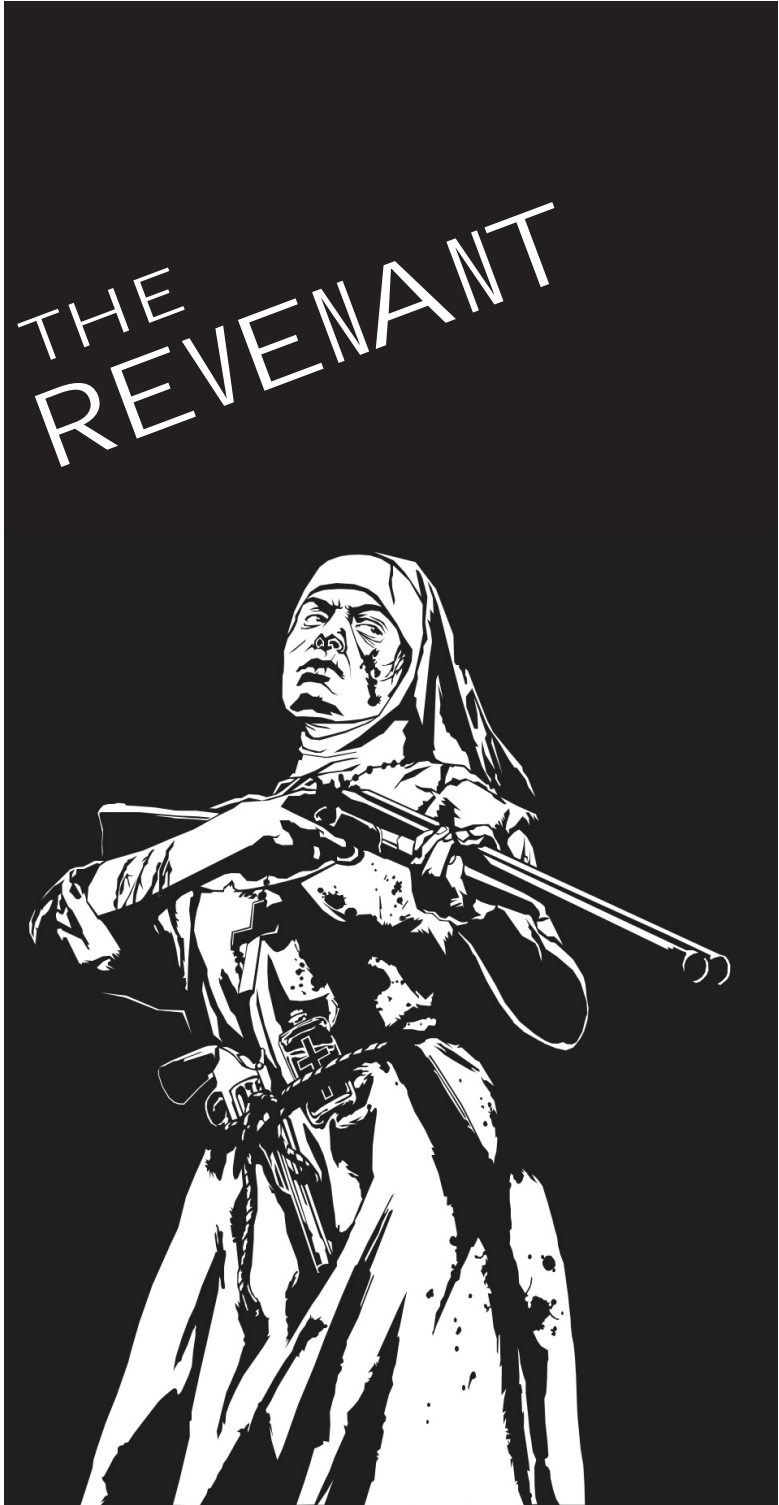
## ADDITIONAL RULES

### AN ADVANCED PLAYBOOK

You cannot start out the game playing a Revenant. If your character dies during play, and you had achieved five or more advances, you may choose to change playbooks to Revenant. Cross off the 'change playbooks' advancement option (if it isn't already), and erase your character's experience track. Also cross off the “retire your character to safety” option. That's just not going to happen.

### TAKING REVENANT MOVES

Revenant moves cannot be taken with the “Take a Move from another Playbook” advance, unless the character has had a near death experience: hitting High Noon on the wound track (but not going past), and receiving care from either the Saint's Lay on Hands or the Junker's Surgery move.





CREATING A REVENANT

To create your revenant, eat a few bullets.

MOVES

When you become a Revenant, take *Borrowed Time*.  
Take two more Revenant moves.

Hx

When you become a Revenant, all other characters lose -2 Hx with you. (If this brings them to -4 Hx, they reset to -1 and mark experience.) The exception is if another character killed you- they change their Hx with you to -3 instead. Remember that you get Hx with them for them dealing you harm.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

NAME -

LOOK

STATS MOVES

	<i>do something under fire</i>
COOL	<input type="radio"/> highlight
	<i>go aggro; seize by force</i>
HARD	<input type="radio"/> highlight
	<i>seduce or manipulate</i>
HOT	<input type="radio"/> highlight
	<i>read a sitch; read a person</i>
SHARP	<input type="radio"/> highlight
	<i>open your brain</i>
WEIRD	<input type="radio"/> highlight
HARM	
countdown	
<input type="radio"/> stabilized	
<input type="radio"/> shattered (-1cool)	
<input type="radio"/> crippled (-1hard)	
<input type="radio"/> disfigured (-1hot)	
<input type="radio"/> broken (-1sharp)	

Hx

help or interfere; session end

PLAYBOOK SPECIAL

If you and another character have sex, you heal one segment, and they take 1 harm (ap).

IMPROVEMENT

experience ○○○○⊙>>>improve

__get +1cool (max +2)
__get +1hard (max +3)
__get +1sharp (max +2)
__get +1weird (max +2)
__get +1 to any stat (max +3)
__get a new Revenant move
__get a new Revenant move
__get a move from your original playbook
__get a move from another playbook
__get a move from another playbook
__get +1 to any stat (hot, max stat +3)
<del>retire your character (to safety)</del>
__create a second character to play
<del>change your character to a new type</del>
__choose 3 basic moves and advance them
__advance the other 4 basic moves

REVENANT MOVES

- *Borrowed Time*: When you become a Revenant, draw a new countdown dial on your character sheet, Borrowed Time, starting at 0:00. At the start of each session, roll + Cool. On a 10+, do nothing, or choose the 7-9 result. On a 7-9, fill in the next segment, and mark experience. On a miss, fill in the next segment. Each time you fill in a segment take a new Curse. When the dial reaches High Noon, take the Marked for Death Curse.
- *Grave Vengeance*: You gain +1 forward, forever, against whoever killed you, or anyone that puts you to High Noon on the harm track. (You can't get more than +1 forward against the same person with this move.)
- *Immune to Pain*: When you take harm, you do not have to roll the Harm move.
- *Shadowwalk*: When you attempt to physically enter or leave the Mystic Wastes, roll + Weird. On a hit, choose 2. On a 10+, choose 3. On a miss, choose 1.  
\*You don't take 1 harm (ap).  
\*You don't attract the attention of any supernatural entities.  
\*You have a clear route to a specific location in the Mystic Wastes or the physical world.  
\*You can take someone else with you.
- *Unnatural Healing*: You heal supernaturally fast- wounds at 9:00 or less heal at a rate of one segment per day. Wounds past 9:00 heal at the rate of one segment per week. A Wound at High Noon heals after two weeks. This assumes rest and food- heavy activity or poor nutrition (as it is for Revenants) may slow down the healing period, up to double.
- *Unnatural Toughness*: You get +1 Armor.
- *Unnatural Weaponry*: Your hands are killing weapons. Maybe you have nasty, retractable claws, or you can suck the life right out of people. Choose one: 2 harm hand messy, or 1 harm ap hand.

GEAR & BARTER